

# MAIL ORDER CATALOG

Winter 2000

# MILITARY SIMULATIOI

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Prices in this catalog are subject to change without prior notice.

### **Trinity Battleground**

Originally \$130.00

Now \$25.00

A new boxed miniatures wargame from White Wolf. based on the RPG. I Vinity covers the war between the Aberrants and the psions of Seventh the Legion on the deep-space colony of Khantze Lu Ge the war to save humanity has begun! Fire rains down from the heavens as

Century

22<sup>nd</sup>



ships filled with Legionaries drop to the surface of Khantze Le Ge. These troopers have come to make a last-ditch stand on the outer frontiers of colonised space. Aberrants, hideously deformed super-humans from Earth's past, have begun to enslave the planet's population, but now the Seventh Legion has come to save them. With 20 superbly detailed exaggerated 25mm resin miniatures, 2 foam hills, heaps of light-card buildings, felt dice bag with dice, measuring sticks, tons of counters, pads of character sheets, cards with game info, introductory and full scale rules, etc.

# **GST NOTICE**

Dear Military Simulations Customers, please note that all prices contained in this Winter 2000 Catalog are relevant only until the end of June 2000. With the introduction of GST from July 1st, all prices will be subject to change from that date. We will endeavour to release a new catalog with GST inclusive prices as soon as possible after July 1st.

#### 28 Years of Service

Z8 Years of Service
Since Mill Sims was established in 1973, it has been efficiently & reliably servicing gamers throughout Australia. Orders are processed and shipped within 24 hours, except Eureka, FX & Miniature World Maker orders, which may take 1-2 weeks. Items out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as they are available again - at no extra cost for postage. Note that there may be slight delays in despatching orders in the first two weeks following a new catalog mailing.

The Show Room

Our well stocked showroom includes over 1,200 miniatures on display plus a huge range of wargames and roleplaying material. Customers are welcome to visit us, & gaming club members are entitled to a discount (with proof of membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from 9.30am to 1.00pm on every Saturday.

Gift Vouchers

We now offer Gift Vouchers. Just send us the money to the value of the voucher that you require, and we will send hack the voucher to you.

Mid Year Warehouse Sale

We are having our grand end of year warehouse sale on Saturday, June 24<sup>th</sup>, from 8.30am - 12.00pm. Address is 14/136 Cochranes Road, Moorabbin. It's in the warehouse behind Mil Sims.

#### Credit Card Phone Orders Welcome

- Ring us between 8.30am and 4.30pm any weekday, tell us what you would like to order, and we'll tell you right there and then if it is in stock. If it is, quote your Bankcard/Mastercard/VISAcard number and we'll get your order off to you in 24 hours.

#### Ansett or Express Post Delivery

If you pay extra to have your order sent via Ansett or Express Post, orders to major cities will be delivered on the next working day. Delivery to country locations usually takes two working days. The charge is an extra \$5.00. Ansett cannot be delivered to PO Boxes or Mail Service addresses. All other orders will continue to be sent via our usual prompt courier or postal service.

#### Enquiries

Our phone service operates from 8.30am to 4.30pm Monday to Friday. Queries regarding new releases, prices, stock availability, or order status are welcome.

### Second Hand Games

Tired of those un-used games lying around the house? Take advantage of our 2<sup>nd</sup> hand service. Send us a list or bring them into the showroom, and our staff will make you a reasonable offer for any title *we are interested in*. We will give you credit vouchers or stock to the value of our offer. Ask us for a list of the 2<sup>nd</sup> hand games we have in stock.

# **Collectible Trading Card Games**

### **Color Code**

New Item Now Available and in Stor		New	Item	Now	Available	and in Stock
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New Item Not Yet Released

AEG 7th Sea CCG - No Quarter

### 7th Seas CCG

A game of high seas adventure in which you choose a Captain & a ship. You hand pick a hardy crew that will complement your Captain's skills,
allowing you to go on adventures for plunder & experience. You can either
hire a good trustworthy crew or you can hire a pack of mutinous dogs, who
work cheaper, but could turn on you. 7th Sea CTCG features an innovative
dueling system that allows you to select from different attacks & defenses,
creating a cinematic swashbuckling feel.
7th Sea No Quarter Starter Deck 65 cards + rules
There are six different styles of starter decks, as follows. You can specify
the one you want, but we will supply another at random if that one is not in
an opened display: Sea Dogs: the Black Dawn is the most fortunate pirate
ship on the Seven Seas; Brotherhood of the Coast: this used to be an island prison, but now the inmates are free and are forming their own nation; The
General, (Montaigne): when there are pirates, there are also those who hunt
them; Explorer's Society: Guy McCormick & his ship seek out the secrets
of the race that build those mysterious ruins; Crimson Rogers is sailing the
southern seas and raiding shiops with bloodthirsty zeal; The Armada is now
being slowly rebuilt in Castille, and seeks revenge.
7th Sea No Quarter Starter Deck Display 12 decks
7th Sea No Quarter Booster Pack 15 cards
7th Sea No Quarter Booster Pack Display 36 packs\$250.00
/ Bea 110 Quarter Booster I new Bisping to pure
7th Sea Broadsides Starter Deck 65 cards + rules
Broadsides is the new basic edition, updated from NoQuarter. There are six
different styles of starter decks, as follows. You can specify the one you

want, but we will supply another at random if that one is not in an opened
display: Sea Dogs, Brotherhood of the Coast, The General (Montaigne).
Explorer's Society, Crimson Rogers, The Armada. See above for
descriptions of the individual decks.
7th Sea Broadsides Starter Deck Display 12 decks
7th Sea Broadsides Booster Pack 15 cards \$4.95
7th Sea Broadsides Booster Pack Display 36 packs \$162.00

7th Sea Broadsides			
7th Sea Strange	Vistas		

The battle for Thean's seas rages on, white beneath the waves, model forces
draw near, hoping to turn the tide one way or the other. 150 new cards,
swordsman schools, more ways to kill opponents.
7th Sea Strange Vistas Starter Deck 65 cards + rules
Two new starter decks. They are: Gosse's Gentlemen: the gentleman pirate and his crew have come out of retirement after twenty years. The Corsairs:
the villanous corsair from the Empire of the Crescent Moon, whose ships are
crewed by captives from all over Theah.
7th Sea Strange Vistas Starter Deck Display 12 decks\$162.00

crewed by captives from all over Theah.	\$162.00
7th Sea Strange Vistas Starter Deck Display 12 decks	3102.00
7th Sea Strange Vistas Booster Pack 15 cards	\$5.00
7th Sea Strange Vistas Pack Display 36 packs	\$160.00
7th Sea Shifting Tides	

	156 new cards, including new cards for every faction, new victory condition.	
	Each deck holds a buccaneer crew from one of two new factions.	
	7th Sea Shifting Tides Starter Deck 65 cards + rules	
	L'Empereur's Royal Navy: the Montaigne Admiral Alazais brings with him	
t	the largest navy the world has ever seen, ready to challenge the Castillians;	
	Vesten Raiders: these raiders use the longships of their ancestors and ancient	
- 1	rune magic the sink merchant and pirate ship alike.	
	7th Sea Shifting Tides Starter Deck Display 12 decks	
	7th Sea Shifting Tides Booster Pack 15 cards	
	7th Sea Shifting Tides Booster Display 36 packs\$160.00	

### **Aliens Predator CCG**

There are three Starter Deck types: Alien, Predator and Marine. Each deck is composed of 40+ fixed cards plus additional Uncommons and Rares. You can play any deck type against any other type. Predator's goal is to collect trophies. The Aliens start the weakest and with very limited numbers...their goal is to infect hosts and grow and consume everyone. The Marine's goals include rescuing civilians, and exterminating hostile alien lifeforms.

Alien Starter Deck (60 cards + rules)	\$22.00
Predator Starter Deck (60 cards + rules)	\$22.00
Marine Starter Deck (60 cards + rules)	\$18.00
Aliens Predator Booster Pack (15 cards)	\$6.00
Aliens Predator Booster Display (540 cards)	\$190.00
Aliens Resurrection Booster Pack (15 cards)	\$5.00
Aliens Resurrection Booster Display (540 cards)	\$162.00

#### **Austin Powers CCG**

DEC Austin Powers CCG	
From the recent movie. A shagadelic multi-player gaming experience	e. Each
cheeky little Starter Deck contans two 30-card preconstructed decks play. Collect all 140 groovy cards from the movie, showing your	favorite
characters, scenes and quotes. To win the game you need 100	Mojo if
playing 'good' or 100 billion dollars in Ransom if playing 'evil'. Fo	r two to
six players, but best with four.	
	\$16.00
Austin Powers Starter Display 12 decks	172.00
Austin Powers Booster Pack 11 cards	\$4.95
Austin Powers Booster Display 30 packs	\$133.00

Ra	hu	Inn	5

PRE Babylon 5 Premier (Limited) Edition
By Precedence, based on the very popular syndicated TV series. Each of the
four primary races, Nam, Centauri, Human and Minbari are represented by
different Starter Decks. They come with 50 fixed cards and 10 random ones,
to ensure great play out-of-the box. The set consists of over 440 cards. In essence, B5 is a multi-level game involving politics, intrigue, and ship to ship combat.
Rabylan 5 Premier Starter Deck 60 cards rules dice \$17.00

ship combat.	
Babylon 5 Premier Starter Deck 60 cards, rules, dice.	\$17.00
You can choose either Centauri, Earthforce, Minbari, or Nan	n.
Babylon 5 Starter Display 720 cards	\$183.00
Babylon 5 Booster Pack 8 cards	\$3.75
Babylon 5 Booster Display 192 cards	\$81.00

PRE The Shadows Limited Edition
Focuses on the second half of year 2 and all of year 3. Includes cards that represent the awesome destructive capability of Shadoy and Vorlon capital
ships, as well as various ships in the White Star Fleet. The Shadows
Booster Pack 12 cards \$4.95
The Shadows Booster Display 216 cards \$81.00

PRE Babylon 5 Deluxe Edition Boosters
We still have limited stocks of Limited Boosters in stock, but these Deluxe
We still have limited stocks of Limited Boosters in stock, but these believe
Ed Boosters are the "unlimited" boosters. These cards have fully revised and
improved versions of the Premier Edition. Some cards signed by Claudia
Christianson, Artwork has also been enhanced.
Babylon 5 Deluxe Booster Display 192 cards

PRE The Great War Limited Edition	
A whole new expansion with 350 new cards. Has 2 new starter decks, ne	W
agendas for Vorlons and Shadows, etc. The rulebook is fully revised and the	he
Starter Decks have Mark counters.	
Non-aligned Starter Deck 60 cards, rules, markers	00
The Non-Aligned Worlds deck caters to playing any of the Non-aligne	ed
Worlds during the great war. You control all the Non-aligned Worlds	as
though they were one empire.	
Opposing Factions Deck 60 cards, rules, markers	00
Provides all the cards necessary to retrofit any of the original 4 starter decl	ks
so that they can be a homeworld based faction who are opposed to the ain	ns
of the ambassadors on B5. Eg, President Clark, Reefa, etc.	
Great War Starter Display 360 cards	00
The Great War Booster Pack 10 cards	00
The Great War Booster Display 200 cards \$90.0	00

PRE Psi-Corps Limited Expansion
On the surface, the Corps appears to be simply an arm of Earthgov. In truth,
it is already a galactic power in its own right. Now you can lead this uniquely capable faction. There are 150 new cards.
Psi-Corns Starter Deck 60 cards & rules
Every Starter Deck contains the Bester card. 50 cards are fixed, 10 cards are random.
Psi-Corps Starter Display 6 Decks with 360 cards\$95.00
Psi-Corps Booster Pack 8 cards
Psi-Corps Booster Display 24 Packs with 192 cards

PRE Severed Dreams
This new Limited Expansion adds 150 new cards, and focuses on new
challenges and threats now that B5 has broken away from Earth Gov, also
the threat by Nightwatch, and the disappearance of B4. One pack in every
192 has a signed card by Michael O'Hare & Bill Mummy. Severed Dreams Booster Pack 8 cards \$3.50
Severed Dreams Booster Display 24 Packs with 192 cards\$80.00

PRE Wheel of Fire Due May	
After the Vorlons and Shadows have been vanquished th	e greatest danger to
the Alliance comes from within, plus allies the Shado	ws left behind, the
Drakh. Randomly inserted cards signed by Bruce Boxleit	ner, Joshua Cox.
Wheel of Fire Booster Pack 8 cards	\$4.50
Wheel of Fire Booster Display 24 Packs with 192 of	cards \$97.00

### **BattleTech**

WIZ BattleTech Commander's Edition	
Based on FASA's BattleTech boardgame, this trading card game life with armored combat set in the 31st century. Cards feature in BattleMechs, stars of armored infantry, regular infantry co legendary characters, etcl Over 300 cards in the set.  BattleTech Commander's Starter Deck 60 cards, rules, dice This new edition introduces players' favorite factions from the Bruniverse in eight preconstructed decks. Factions include Steiner Davion, and Comstar for the Innersphere, and the Smoke Jagus	mpanies, \$16.00 attleTech , Kurita, r, Ghost
Bear, Wolf and Jade Falcon Clans. Each faction has its own strat only found in its deck. You can specify which deck you want, but	if we've
run out of one, we will supply one at random.	
BattleTech Commander's Starter Display 480 cards	\$115.00
BattleTech Commander's Booster Pack 15 cards	\$4.50
	\$146.00
Counterstrike Booster Pack 15 cards.	\$2.75
Counterstrike Booster Display 540 cards	.\$85.00
New Mechs and legendary personalities to the battlefield, such a Steiner and Ulrich Kerensky, and mechs such as Daishi Prime.	
Mercenaries Booster Pack 15 cards	\$4.50
Mercenaries Booster Fack 15 cards	\$146.00

Counterstrike Booster Display 540 cards
New Mechs and legendary personalities to the battlefield, such as Adam
Steiner and Ulrich Kerensky, and mechs such as Daishi Prime.
Mercenaries Booster Pack 15 cards
Mercenaries Booster Display 540 cards
The second expansion to Battle Tech brings Mercenaries to the game.
Mechwarrior Booster Pack 15 cards. \$4.50
Mechwarrior Booster Display 540 cards
Mighty new mechs including Naginata and Pirahna, new mission and
command cards, famous mechwarriors, 100 new cards. Great art.
Arsenal Booster Pack 15 cards
Arsenal Booster Display 540 cards \$146.00
Introducing non-Mech ground troops, such as elementals, attack helicopters,
tanks, hovercraft. New mechs, new mission cards, etc.
Crusade Booster Pack 15 cards. \$4.50
Crusade Booster Display 540 cards. \$146.00
The Innersphere sets its sights on the Smoke Jaguar clan. Features new
mechs, new personalities, pivotal events from the storyline, and adds a new
Clan - the Steel Vipers.

# **Deadlands: Doomtown**

FIV Deadlands: Shootout at High Noon	
This product is an ideal way for a new player to get into Deadla easy to follow rulebook. There is one double-deck starter pack:	inds, with
Laws Dogs vs Blackjacks Pack 2 x 50 card decks, rules.	\$17.00
Shootout at High Noon Display 6 packs.	\$92.00

FIV Deadlands: Doomtown (Episodes 1 – 9)
Based on PEG's popular roleplaying game. Players form outfits to seize
control of Gammora, a wild, mostly lawless boomtown. You'll be working
with hucksters, gunslingers, saloon girls, lawmen, villains, undead, and
supernatural surprises. Each part has 60 new cards.
Deadlands: Doomtown # 7 Starter Deck 60 cards, rules\$15.95
The Texas Rangers. The Confederacy's hunters of the supernatural.
Deadlands: Doomtown # 7 Booster Pack 15 cards\$5.00
Deadlands: Doomtown # 7 Combo Display 6 strs, 24 bstrs\$199.00
Deadlands: Doomtown # 8 Starter Deck 60 cards, rules \$15.95 The Agency. The Union's division of supernatural demon hunters.
Deadlands: Doomtown # 8 Booster Pack 15 cards
Deadlands: Doomtown # 8 Combo Display 6 strs. 24 bstrs\$199.00
Deadlands: Doomtown # 9 Starter Deck 60 cards, rules\$15.95
The Flock A strange prophet calling himself Elijah.
Deadlands: Doomtown # 9 Booster Pack 15 cards\$5.00
Deadlands: Doomtown # 9 Combo Display 6 strs, 24 bstrs\$199.00
FIV Deadlands: Pine Box

FIV Deadlands: Pine Box
Contains cards from sets 1 thru 9, the Pine Box Edition offers five different
Starter Decks. If we don't have the one you want, we will supply another at
random. They are Blackjacks/Flock, Maze Rats/Collegium,
Sweetrock/Agency, Whateleys/Rangers, Law Dogs/Sioux Union.
Deadlands: Pine Box Starter Deck 79 cards, rules, chips\$24.00
Deadlands: Pine Box Starter Display 10 decks\$240.00
Deadlands: Pine Box Booster Pack 15 cards
Deadlands: Pine Box Booster Display 26 packs

FIV	Deadlands: Mouth of Hell	
	over 180 new cards and three new outfits, as below:	
Mouth o	of Hell Starter Deck 60 cards, rules	0

Sweetroc Collegium Mouth of	s Sheriff Hunter and his crew hunt the Blackj k Gomorra used to belong to them, n Mad scientists. F Hell Booster Pack 15 cards F Hell Booster Display 45 packs	jacks. \$7.95 \$324.00
They found is somethic Contains of A Reapin The Coal The Floci The What ready to the A Reapin A Reapin A Reapin A Reapin A Reapin A Reapin The State of the State	Deadlands: A Reaping of Souls d the mother lode in the heart of Lord Grimely's ing from the depths of Hell inside, waiting t ver 180 new cards and three new outfits, as belot g of Souls Starter Deck 60 cards, rules ition The Rangers and Agency. k Their delusional efforts now threaten Gom ateleys: Extended Family This clan of int ake the final step in raisin' their master from g of Souls Starter Display 12 decks g of Souls Booster Pack 15 cards. g of Souls Booster Pack 15 cards.	to come through

FIV Deadlands: Revelations	
All that stands in the way of the now-free demon wal	king the streets of
Gomorra are a few battered heroes and a desperate solo	lier. But the Flock
and Whateleys are helping the demon, just to make matte	rs worse! Contains
over 180 new cards and three new outfits, as below:	
Revelations Starter Deck 60 cards, rules	\$15.00
Maze Rats Kang and his pirates had their ship sunk	en by the demon,
and now they've crept into town to hunt down and ki	Il the demon.
Sioux War Parth Joseph Eyes-Like-Rain has come	back to lead his
shattered people in war against the demon now on th	e loose.
Blackjacks Black Jack Jackson, the best gunman se	en in Gomorra, is
back with his surviving outlaws, out to hunt down th	\$160.00
	\$5.00
Revelations Booster Pack 15 cards	\$200.00
Revelations Display 45 packs	
AEG Deadlands: Boot Hill	
Now brought to us by AEG rather than WotC. This	new core edition
features 300 new cards.	
Boot Hill Starter Deck 60 cards, rules	\$15.00
	\$160.00
Boot Hill Booster Pack 15 cards	\$5.00
Boot Hill Booster Display 36 packs	\$162.00

# Doomtrooper

HB DOOMTROOPER CCG

The Collectible Trading Card game based on ricartors	taker s wintant
Chronicles and Warzone games. This game does not us	e any abstract
concents - each player deploys warriors from his deck, eq	uips them with
enhancements such as close combat and ranged weapons,	sychic or dark
symmetry cards, and then tries to blow his opponent's warri	ors to kingdom
come. You may buy any 4 displays for \$60.00 for the lot!	
come. You may buy any 4 displays for 300.00 for the lot.	\$3.00
DoomTrooper Starter Deck 60 cards, rules	
DoomTrooper Starter Display 10 decks	\$20.00
DoomTrooper Booster Pack 15 cards	\$0.75
DoomTrooper Booster Display 36 packs	\$20,00
Inquisition Booster Pack 8 cards	\$0.50
	\$20,00
Inquisition Booster Display 60 pack	
The first expansion booster display, adding all new cards wit	n new warriors,
missions, weapons, etc.	
Warzone Booster Pack 8 cards	\$0.50
Warzone Booster Display 60 pack	\$20.00
The second expansion booster display, adding all new of	
	ands with now
warrones warriors missions weapons etc.	

### Dune

FIV Dune: Eye of the Storm Limited Edition
By Five Rings Publishing, Based on the popular novels. Set amidst a rich
backdrop of political intrigue and economic rivalry, players assume the roles
of minor house nobles vying for admission to the Landsraad High Council.
Includes over 300 cards. Each Starter Display has two copies each of the six
basic houses.
Dune Starter Deck 60 cards rules dice

Dune Starter Deck 60 cards, rules, dice	\$15.00
Dune Starter Display 720 cards	\$160.00
Dune Booster Pack 15 cards  Dune Booster Display 540 cards	\$3.00 \$90,00
FIV Dune: Judge of the Cha	inge

FIV	Dune: Judge of the Change	
The nex	ct instalment in the Dune CCG saga.	
Dune:	Judge Chapter 1 Starter Deck 60 cards, rules, di	ice \$10.00
Spice N	liners Guild. The men who mine the spice, a deadly of	peration due to
the sand	worms. But the profits are beyond imagination.	
Dune	Judge Chapter 1 Booster Pack 15 cards	\$3.00
Dune	Judge Chapter 1 Combo Display 720 cards	\$90.00
Dune.	Judge Chapter 2 Starter Deck 60 cards, rules, dice	\$10.00
Dune: J	Sellers Union. Water is life. By this maxim all Arrakis	
water s	ions come to this Union for their survival.	s lives of dies.
		\$3.00
Dune: J	Judge Chapter 2 Booster Pack 15 cards	\$90.00
Dune: J	Judge Chapter 2 Combo Display 720 cards	
Dune:	Judge Chapter 3 Starter Deck 60 cards, rules, di	ice \$10.00
Smuggl	lers. Outlaws, whose lives are fraught with peril. But	with great risk
comes g	great reward. Water. Coffee. Liquor. Spice.	
Dune:	Judge Chapter 3 Booster Pack 15 cards	\$3.00
Dune:	Judge Chapter 3 Combo Display 720 cards	\$90.00

With Baron Harkonnen bent on revenge, artillery shells are sure to rain down
Dune: Thunder Chapter 1 Starter Deck 60 cards, rules\$11.00
Atreides. This house stands alone on Arrakis. It is beset on all sides by foes who seek to destroy it with politics, assassins, or war.
Dune: Thunder Chapter 1 Booster Pack 15 cards\$3.50
Dune: Thunder Chapter 1 Combo Display 720 cards \$100.00 Dune: Thunder Chapter 3 Starter Deck 60 cards, rules \$11.00
Dune: Thunder Chapter 3 Booster Pack 15 cards
Dune: Thunder Chapter 3 Combo Display 720 cards\$100.00

EIV Dune: Thunder at Twilight

# **Legend of the Burning Sands**

FIV Legend of the Burning Sands
Shadow of the Tyrant Starter Deck 65 cards + rules
The Scorpion Clan has been exiled from the Emerald Empire, and Bayushi
Kachiko leads her people into the desert called the Burning Sands. This
CCG is set if mythic Arabia. There are 153 new cards.
CCG is set if mythic Arabia. There are 155 new cards.
There are 3 types: Senpet, Nomadic Horsemen, Assassins.
Shadow of the Tyrant Starter Display 12 decks
Shadow of the Tyrant Booster Pack 15 cards
Shadow of the Tyrant Booster Display 36 packs
Secrets & Lies Starter Deck 65 cards + rules
The Senpet are searching for an ancient puzzle, Moto has new leadership, Selqet watches in chains. 153 new cards. Decks are Ashalan & Qabal
Calant wetches in chains 153 new carde Decks are Ashalan & Oahal
Servete & Lies Starter Dienley 12 decks
Secrets & Lies Starter Display 12 decks
Secrets of Lies Douster I ack 15 cards
Secrets & Lies Booster Display 36 packs

# Collectable Card Games - 3

Black Hand, Black Heart Starter Display 12 decks. \$55.00 Black Hand, Black Heart Booster Pack 15 cards. \$1.50 Black Hand, Black Heart Booster Display 36 packs. \$50.00	FIV Crimson & Jade The Clans have finally realised their folly in fighting each other, instead of	Dark Moto march beside the maho-users of the Bloodspeakers. And a mighty army marches to join with the Great Clans, as they prepare to enter the Shadowlands.
Legend of the Five Rings	The Clans have finally realised their folly in fighting each other, instead of combining to fight the Shadowlands. But this realization may come too late. The Clans now gather their strength for a final showdown against Yogo Junzo leading the Shadowlands army. Two new allies join the frey: the Shintao Monks and Yoritomo. There are six decks each of two different	Fire & Shadow Starter Deck 60 cards + rules
FIV Battle Of Beiden Pass	Clans in each Starter Display, each deck having a random assortment of cards. 150 new cards in the set.	we will supply another one at random. They are Mantis, whose banner is tattered, while Yoritomo's control over the minor clans is splintering; Dragon, The Clan of the Dragon from the Iron Moutain emerge to fight the
Now sold out around the world. We have limited stocks only. The complete entry point into the excellent <i>Legend of the Five Rings</i> trading card game, set in medieval Japan, the day of samurai and ninja. This boxed set contains two ready	O Yoritomo's Alliance Deck The minor clans have gathered under the banner of Yoritomo, the Mantis Clan Champion. His army is motivated by the chance to receive greatness and greed \$27,00 O Monk Clan Deck Wishing peace, but being attacked by Junzo's evil minions, this Clan has joined the war, Armed only with their wisdom and	Shadow with secrets that only they know; the <i>Brotherhood</i> searches the Empire for the two halves of the true Tao.  Fire & Shadow Starter Display 12 Decks, 720 cards\$175.00
to play starter decks, two Clan Strongholds, a step-by-step basic training guide to teach you the rules, and the complete large format rules	ancient prophesies, this cian waits for the right time to face ru Leng one last	Fire & Shadow Booster Pack 11 cards
FIV The Siege of Sleeping Mountain The Dragon champion, corrupted by the artifact known as the Obsidian Hand, struggles to unlock the ancient sevent trapped in the Chamber of Crystal. If she succeeds, the Empire will be destroyed. The army of the Brotherhood and the Newton's for the Paleac estempting, the step the Chabber beginned by	time	Inquest Magazine Issue # 48 Contains the Imperial Favor card. Limited stocks. \$6.00
Toturi's Imperial army rushes to intercept them and protect the Dragon clan.	FIV Time of the Void Limited Expansion	Special Edition Five Rings Score Counters These are beautiful 75mm round scoring disks, with 24ct gold detailing. Each contains a Clan disk, plus a lower disk with numbers on it. You also
This product is an ideal way for a new player to get into L5R, with easy to follow rulebook. There are two double-deck starter packs:  Naga vs Toturi's Army Pack 2 x 50 card decks, rules.  \$22.00	It is Rokugan's darkest hour. For two years, the War of the Clans has ravaged the Emerald Empire. Descendants of the Empire's greatest heroes the Seven Thunders - gather with their armies outside the fortress of ultimate evilthe Imperial Palace. This is the final chapter in the War of the Clans. It includes all Seven Thunder Personalities, the Last Black Scroll and	a time. So you can buy additional upper clan disk, it you will only use one at a time. So you can buy additional upper clan disks for less price. (You must have the least one complete item). The trace of disk are:
Dragon vs Brotherhood Pack 2 x 50 card decks, rules. \$22.00 Siege of Sleeping Mountain Display 6 packs. \$125.00	It includes all Seven Thunder Personalities, the Last Black Scroll and Twelve "Conclusion Cards" that tell of the Seven Thunders last stand. Our stocks are strictly limited.	Complete Disks with Upper and Lower Parts. \$29.00 ea You can choose either. Crab. Crane, Scorpion, Unicom, Mantis, Five Rings, Dragon, Shadowlands, Naga, Lion, Ronin, Phoenix, Brotherhood. (If you buy simply the upper disk of the above, price is \$15.00 ea) Imperial Favor- \$13.00 (can't use lower disk)
FIV Legend of the Five Rings: Emerald Edition Has absolutely stunning artwork, set in medieval Japan, with Japanese mythology. An ancient Empire is crumbling as its ruler battles with a mysterious	O Phoenix Clan Stronghold Deck One Clan will fallOne by one, each of the elemental masters have become infected with the Shadowlands taint.	buy simply the upper disk of the above, price is \$15.00 ea) Imperial Favor - \$13.00 (can't use lower disk)
wasting disease. There are two decks each of six different Clans in each Starter Display. Legend of 5 Rings Emerald Starter Decks 60 cards + rules	The Master of Fire, mad-eyed and consumed with darkness, standing on the Imperial Palace walls, is ready to destroy his kinsmen	Magic: the Gathering
Lion Clan Deck The Lion army under the leadership of Matsu Tsuke continues its relentless attack upon the Crane Clan. S20.00 Crane Clan Deck With only an army of Phoenix samurai defending Doji	Crab Clan stands outside the Imperial Palace lead by Yakamo, the hero with a jade hand, preparing to assault the city. \$15.00 Time of the Void Starter Display 720 cards \$175.00	WIZ Magic the Gathering STARTER
Palace, all seems lost for this Clan, yet they also have allies: a small army of ronin and the Phoenix Clan	Time of the Void Booster Packs 11 cards	Are you confused? MtG has now released a new introductory product called STARTER, not to be confused with starter decks! This STARTER game has been designed for new players who want to learn to play MtG. Introduces
preventing any and all armies from moving through the crossroads of the Empire. \$20.00	FIV Scornion Clan Coun Part I	Magic STARTER Game
Dragon Clan Deck Myterious and secretive, these warrior wizards are known for their shaved heads and tattooed bodies. Their armies fight under the ronin Toturi, the best general in the Empire. \$20.00 Crab Clan Deck These master warriors consider victory more important than	Bayushi Shoju must lead his Clan against the Emperor himself, or bring doom upon the land for a thousand years. 60 new cards.  Scorpion Clan Coup Starter Deck 60 cards + rules	Magic STARTER Game Display 12 games
honor. An army of Shadowlands creatures and madmen are waiting in the hills to the north for Crab's great leader, Hida Kisada, to advance together upon the ronin Toturi. \$20.00	Scorpion Clan Coup Booster Packs 11 cards	Magic STARTER Theme Deck (40 cards, no rules) 5 kinds\$11.00 The 5 types of Preconstructed Decks are: Binding Fury, a white deck with the power of expanded creature abilities: Goblin Assault, a red deck with direct damage cards and faster creatures; Deadly Instinct, a black deck with
Phoenix Clan Deck The masters of elemental magics. Their powerful sorcery compensates for weakness in battle. They have discovered powerful forbidden	O Scorpion Clan Coup Part II Bayushi Shoju has killed the Emperor and taken the throne. There are 60 cards in this set, only available as Boosters.	expanded creature abilities and creature removal cards; Impaler, green deck with bigger, badder creatures; Time Curse, a blue deck with spell-denial cards.
magic, but it is corrupting their masters one by one	Scorpion Clan Coup Part II Booster Packs 11 cards\$3.50 Scorpion Clan Coup Part II Booster Display 506 cards\$145.00	Magic STARTER Theme Deck Display 15 Decks \$148.00 Magic STARTER Booster Pack 15 cards \$4.75 Magic STARTER Booster Display 540cards \$155.00
There are over 300 different cards in the Emerald Edition. Our stocks of Emerald Edition are definitely limited.	O Scorpion Clan Coup Part III Now the self-proclaimed emperor, Bayushi Shoju sits on the throne while all the other clans bar the Crab assault the Imperial Capital, hoping to remove him. Scorpion Clan Coup III Starter Deck 60 cards + rules\$4.00	WI7 Magic the Cathering Rattle Royale
FIV Legend of the Five Rings: Obsidian Edition Basically a revamped and updated version of Emerald Edition, Each Starter	Scorpion Clan Coup III Booster Packs 11 cards	Rules for multiplayer Magic the Gathering! This boxed set provides everything you need to learn and play multiplayer Magic games. The set includes complete rules for six multiplayer variations, allowing from 3 – 6 players in a game. With 4 prebuilt 40-eard decks designed for multiplayer, 36 page full color rule book, 2 reference cards, and a sturtly card box that
Display contains two decks each of the six primary clans, but each Starter Deck contains a 60-card starter deck, a free 11-card Forbidden Knowledge booster pack, 20 color-coded glass stones, collector's checklist for your clan, and	Scorpion Clan Coup III Combo Display 6 Str, 24 Bstr\$30.00 Scorpion Clan Coup III Booster Display 506 cards\$30.00	players in a game. With 4 prebuilt 40-card decks designed for multiplayer, 36 page full color rule book, 2 reference cards, and a sturdy card box that holds 900 cards or 12 decks
expanded rulebook.  Legend of 5 Rings Obsidian Starter Decks contains as above  Lion Clan Deck See description under Emerald Ed. \$20.00  Crane Clan Deck See description under Emerald Ed. \$20.00  Unicorn Clan Deck See description under Emerald Ed. \$20.00	FIV The Hidden Emperor When word arrives from the Imperial Palace that Toturi has vanished, the fragile peace forged by the Seven Thunders is cast into serious doubt. There	WIZ Portal: Second Age For customers who want to continue playing Portal-level Magic. This is a
Dragon Clan Deck See description under Emerald Ed\$20.00	will be nine releases of <i>The Hidden Emperor</i> , each containing around 60 new cards.  Hidden Emperor # 1 Starter Deck 60 cards + rules\$13.00	For customers who want to continue playing Portal-level Magic. This is a new themed version of Portal with 165 cards, all new art. Available in several formats:  Portal Second Age Age Game
Crab Clan Deck See description under Emerald Ed	The Naga (Heart of Shinomen Forest) Starter Deck. Hidden Emperor #1 Booster Pack 8 cards. Hidden Emperor #1 Combo Display 6 Str, 36 Bstr. \$120.00	Portal Second Age Age Game
Legend of 5 Rings Obsidian Booster Packs 15 cards	Hidden Emperor # 1 Booster Display 576 cards\$180.00	The 5 types of Preconstructed Decks are: Nature's Assault (marshals the forces of nature), Spellweaver (brings powerful magic to your hand), Goblin Fire (beats your opponent with a pack of wild creatures and firepower to
FIV Legend of the Five Rings: Jade Edition Basically a revamped Obsidian/Emerald Edition. Has twelve different Starter	Hidden Emperor # 2 Booster Pack 8 cards \$3.50 Hidden Emperor # 2 Booster Display 576 cards \$210.00	burn through defenses), Martial Law (you overrun your opponent with a small army of fast, white creatures), and Nightstalkers (hammer your opponent with disease of facts and except of defense on Proceedings of the control of the co
Decks, as below:  Jade Edition Starter Deck \$17.00  Each deck has 60 cards, a free booster pack, Clan Tokens, & rules. The twelve	Hidden Emperor # 3 Starter Deck 60 cards + rules \$13.00 The Brotherhood (the House of Tao). Hidden Emperor # 3 Booster Pack 8 cards \$3.00	Starter Deck Display  Portal 2 <sup>mt</sup> Age Booster Display 540cards  S148.00  Portal 2 <sup>mt</sup> Age Booster Display 540cards  S150.00  Portal 2 <sup>mt</sup> Age Gift Box 2x30 card preconstructed decks, playguide, pullehook, playmats two 15 card boosters 2 beads etc.  \$70.00
types of decks are: Phoenix Clan, Unicom Clan (\$20), Lion Clan (\$20), Dragon Clan (\$20), Crab Clan, Crane Clan, Mantis Clan, Brotherhood of Shinsei, Toturi's Army, Shadowlands, Naga, & Scorpion Clan (\$20)	Hidden Emperor # 3 Combo Display 6 Str, 36 Bstr. \$120.00 Hidden Emperor # 3 Booster Display 576 cards \$150.00	Portal 2 <sup>nd</sup> Age Gift Box 2x30 card preconstructed decks, playguide, rulebook, playmats, two 15 card boosters, 2 beads, etc
Jade Edition Starter Display 720 cards         \$183.00           Jade Edition Booster Packs 15 cards         \$4.75           Jade Edition Booster Display 540 cards         \$150.00	Hidden Emperor # 5 Starter Deck 60 cards + rules	WIZ Portal: Three Kingdoms This is Starter level Magic the Gathering Ideal for new players or those
FIV Legend of the Five Rings: Pearl Edition  Specially designed to be totally balanced for sealed deck play; each deck has 50 fixed cards that show off their clans' strategies and tactics. Each deck has rules, tokens, 81 cards including stronghold with built-in spinner for tracking Family Honor. Most cards are from earlier editions, some have been revamped, and	Hidden Emperor # 5 Booster Pack 8 cards \$3.00 Hidden Emperor # 5 Combo Display 6 Str, 36 Bstr. \$120.00 Hidden Emperor # 5 Booster Display 576 cards \$150.00	W12 FOTAI: Inree Kingdoms This is Starter level Magic the Gathering, Ideal for new players or those who are playing previous Portal supplements. Portal Three Kingdoms 2 Player Deck
nixed cards that show off their claims strategies and factics. Each deck has rules, tokens, 81 cards including stronghold with built-in spinner for tracking Family Honor. Most cards are from earlier editions, some have been revamped, and	Hidden Emperor # 6 Booster Pack 8 cards\$2.00 Hidden Emperor # 6 Booster Display 576 cards\$110.00	Portal Three Kingdoms 2 Player Deck Display 12 dks\$155.00 Portal Three Kingdoms Booster Pack 10 cards\$3.25 Portal Three Kingdoms Booster Display 600 cards\$175.00
there are some new cards too.  Pearl Edition Starter Deck	Hidden Emperor Conclusion Starter Deck 60 cards + rulesSBelow There are three different starter decks, being: Toturi's Army With the return of Toturi come dark tidings, and the	WIZ Magic: 4th Edition The attraction with these 4th Edition Starters and Boosters is that there are a
Shinsei, Toturi's Army, Shadowlands, Naga, & Scorpion Clan (\$25). If we don't have the one you order in our currently opened display, another will be	ultimate fate of the Jade Empire hangs in the balance	number of cards, including rares, that you cannot get anymore. Our stocks
substituted at random. Pearl Edition Starter Display 972 cards	are not the servants of shadow - they are the Shadow!	Magic 4th Ed Starter Deck 60 cards & rules S16.00 Magic 4th Ed Starter Display 600 cards S133.00 Magic 4th Ed Booster Pack 15 cards S8.00 Magic 4th Ed Booster Display 540cards S250.00
FIV ShadowLands	Hidden Emperor Conclusion Booster Pack 11 cards \$4.50 Hidden Emperor Conclusion Booster Display 528 cards \$180.00 There are around 150 new cards in this conclusion of The Hidden Emperor.	
Five months have passed since the war began, and there is no sign of peace. Armires of gibbering dead men march against the Clans gaining victory after victory. The only hope for the Empire lies in an ancient race of serpent folk known as the Naga.	There are around 150 new cards in this conclusion of the Hidden Emperor. This expansion is called The Dark Journey Home.  FIV Honor Bound	Magic 5th Ed Trading Card Game for 2 Players
Naga Deck The serpent folk. They have come to Rokugan for a single purpose, to stop the ShadowLands, even if it means the destruction of the Emerald Empire.	The next instalment in the story of the Legend of the Five Rings collectible card game. We are very glad to announce that they will not be doing	WIZ Magic: 5th Edition
Clan Scorpion Deck This Clan is another evil brewing in the Empire.  Thought to have been destroyed by the Emperor. Clan Scorpion has been	anymore 60-new-card expansions. This expansion has 180 new cards. This expansion includes the anxiously-avaited return of the Scorpion Clan, plus the updated Crab Clan, and an all-new faction – the ShadowLands.	Magic 5th Ed Starter Deck 60 cards + rules
gathering its strength. \$20.00 Shadowlands Starter Display 720 cards \$140.00 There are over 150 different cards in Shadowlands. Shadowlands Booster Packs 15 cards \$18.00	the updated Crab Clan, and an all-new faction – the Shadov Lands.  Honor Bound Starter Deck 60 cards + rules.  S16.00  There are three types. You can specify which you want, but if we run out, we will supply another one at random. They are Scorpion Clan Deck, Crab Clan Deck, and The Shadowlands Deck.	Age, Fallen Empires, Homelands and Chronicles. Nearly half the cards are from sets other than Fourth Edition. Features new art on almost half the cards by 50 new artists.
Shadowlands Booster Display 36 packs	Honor Bound Starter Display 12 Decks, 720 cards\$175.00 Honor Bound Booster Pack   1 cards\$4.50 Honor Bound Booster Display 48 packs, 528 cards\$195.00	Magic: 5th Edition Booster Pack 15 cards
FIV Forbidden Knowledge Only a few recognize an ancient evil has awakened in the Shadowlands. The Clars are too busy fighting with each other, allowing an undead sorcerer to	FIV Ambition's Debt	WIZ Magic: Classic 6th Edition  This Sixth Edition is specially designed to help Starter and Expert level Magic players step up to Advanced Level play. Players familiar with Starter
strengthen his army of glibbering mademen and zombies.  Forbidden Knowledge Booster Packs 11 cards	180-card expansion. In an exciting turn of events, Rokugan has become the battle ground for an epic duel to the death between Lord Moon and Hitomi. One of the biggest attractions to the Ambition's Debt expansion is the insertion of rare foil-stamped cards in random booster packs (every seven to	Level products such as Portal, will find new strategies and play options. Can be played alone or with other expansions. There are around 350 cards.
FIV Anvil of Despair	game!	Magic Classic 6th Ed Double-Starter Pack Each pack has two 40-card, ready to play decks of Classic cards, plus an easy reference rulebook, & a play guide to teach advanced rules. Classic 6 <sup>th</sup> Ed Double-Starter Pack Display 12 packs
The Cranes make a desperate stand against the Shadowlands madmen; the Dragon Clan has retreated to the mountains; the Lion Clan defends the Emperor from the armies of the Crab Clan; etc. There are 6 decks each of 2 different Clans in each Starter Display, each deck having a random	Ambition's Debt Starter Deck 60 cards + rules	Basically a sealed tournament deck with 75 cards, & rules sheet.
assortment of cards. 150 new cards in the set.  Anvil of Despair Starter Decks 60 cards + rules	pits of Jigoku, terrible Oni crawl, rise to destroy Rokugan; Naga: one man stands among the serpent lords against the Shadowlands – he has a hand of jade, and he is served by the Crab Clan and revered by the Naga; Lion; The	Magic Classic 6th Ed Tournament Pack Display 12 packs .\$173.00 Magic Classic 6th Edition Booster Pack 15 cards\$5.00 Magic: 6th Edition Booster Pack Display 540 cards\$162.00
O Junzo's Army The undead shugenja, once known as Yogo Junzo, now commands the Emperor's armies, and his dark sorceries corrupt the samurai into contorted mockeries of their former selves	Kitsu must deal with demons to keep themselves alive, but now the price must be paid.  Ambition's Debt Starter Display 12 Decks, 720 cards\$175.00  Ambition's Debt Booster Pack 11 cards\$4.50	Magic: The Dark Booster Pack 8 cards \$14.00 The Dark Display 480 cards \$715.00 Our stocks are limited, so please get your order in quickly. There are over
O Toturi's Army The Emperor's greatest tactician has returned, Toturi the Ronin. His army's armor and weapons are worn and tattered, but the samurai in his army burn with devotion	Ambition's Debt Booster Pack   1 cards	
samurai in his army burn with devotion. \$10.00 Anvil of Despair Starter Display 720 cards \$170.00 Anvil of Despair Booster Packs 11 cards \$7.95 Anvil of Despair Booster Display 506 cards \$330.00	FIV Fire & Shadow 180-card expansion. The Emperor's final battle begins with the Master of the Shadow. The Shadowlands writhe and howl as oni climb the Great Kaiu	Magic: Fallen Empires Booster Pack 8 cards \$2.50 Fallen Emp Display 480 cards \$135.00 In the southern oceans of Dominia Prime lay a continent of great kingdoms. Hideous new species arose in the forests and seas, forcing the Sarpadians to
There are over 150 different cards in Anvil of Despair,	the Shadow. The Shadowlands writhe and howl as on! climb the Great Kau Wall. Defeated by the Phoenix, the shattered Alliance retreats. An army of	Hideous new species arose in the forests and seas, forcing the Sarpadians to fight for their very survival.

# 4 – Collectable Card Games

Magic: Chronicles Booster Pack 12 cards	destruction galore; Rebel's Call, recruit creatures straight from your library and overrun opponents. Command rebel creatures that can recruit their comrades; Deepwood Menace, torch the battlefield, then bring on the leaping hordes of destruction; Tidal Mastery, establish a line of creature	In this card game, based on Tolkien's famous novels, you play one of the five wizards sent to oppose Sauron. There are 480 + cards in this unlimited
This includes a random assortment of cards from Arabian Nights, Antiquities, Legends, and The Dark. The Legends cards are the most	comrades; Deepwood Menace, torch the battlefield, then bring on the leaping hordes of destruction; Tidal Mastery establish a line of creature	five wizards sent to oppose Sauron. There are 480 + cards in this unlimited Edition 2nd printing, and features artwork from dozens of painters, including Angus McBride.  Middle Earth Starter Deck 76 cards + rules
prominent in the mix	defense, counter assaults, then pound away like the ceaseless sea.  Mercadian Masques Theme Deck Display (720 cards)\$162.00  Mercadian Masques Booster Pack (15 cards)\$4.50	Middle Earth Starter Deck 76 cards + rules \$7.50 Middle Earth Starter Display 760 cards \$60.00
Homelands Booster Pack 8 cards. \$3.00 Homelands Booster Pack (480 cards) \$130.00 Hidden away by a mysterious wizard for generations, the forgotten world of	Mercadian Masques Booster Pack (15 cards)	Middle Earth Booster Pack 15 cards \$1.25 Middle Earth Booster Display 540 cards \$35.00
Homelands awaits discovery.	Mercadian Masques Booster Display (540 cards) \$145.00 Mercadian Masques Tournament Pack 75 cards \$15.00 Mercadian Masques Tournament Display (900 cards) \$162.00	METW The Dragons Booster Pack 15 cards \$2.00 METW The Dragons Booster Display 540 cards \$60.00
Magic: Visions Booster pack 15 cards	the storage of the state of the property of the property of the state of	The dragons were created by the Black Enemy and brought to Middle Earth
Magie: Visions Booster Display 540 cards	WIZ Magic: Nemesis Introduces three new card mechanics and focuses on Crovax, the newest	Middle Earth Starter Display 760 cards \$30.00 Middle Earth Booster Pack 15 cards \$11.25 Middle Earth Booster Pack 15 cards \$35.00 METW The Dragons Booster Pack 15 cards \$2.00 METW The Dragons Booster Display 540 cards \$60.00 MeTW The Dragons Booster Display 540 cards \$60.00 Metwork 150 Middle Earth to defeat the Valar and their children, the Free People. This expansion brings these terrifying creatures into your deck to challenge you and beekon you to their hoards. 180 new black border cards. Beautiful artwork.
Magic: Weatherlight Booster Display 540 cards \$4.75	villain in the storyline. 143 new cards.  Nemesis Theme Deck 60 cards + rules	METW Dark Minions 15 cards Special
A limited black border expansin with over 160 new cards that can be played with Magic. Ice Age or Mirage.	There are 4 preconstructed Theme Decks in this display. If we don't have the one you want in our opened display, another will be provided at random:	180 new cards including agents such as Grima Wormtongue; Under-deeps such
WIZ Magic: Ice Age	Replicator – opponents will have trouble dealing with your duplicating	
Ice Age can be played by itself as a stand-alone game, or used as a standard	slight catch; they decay quickly. So act fast, Mercenaries – use the	ICE Middle Earth: The Lidless Eye Limited Edition Compatible and stand alone supplement, where you can play one of the nine
Ice Age can be played by itself as a stand-alone game, or used as a standard expansion for Magic the Gathering. It has been many centuries since the war between Urza and Mishra. The battered landscape has become a frozen desert, and the creatures of the world of Dominaria struggle for survival.	until victory is secured. Eruption – anything that the death-dealing creatures in this deck don't destroy is fodder for the laccolith & other brutes here.	Compatible and stand alone supplement, where you can play one of the nine Nazgul in the service of Sauron. Has over 350 cards with beautiful artwork. ME: The Lidless Eye Starter Deck 76 cards + rules\$15.95
Ice Age Starter Deck of Cards + rules	Nemesis Theme Deck Display (720 cards) \$162.00	ME: The Lidless Eye Starter Display 760 cards \$144.00 ME: The Lidless Eye Booster Pack 15 cards \$7.50
Starter Display (600 cards)	Nemesis Booster Pack (15 cards) \$4.50 Nemesis Booster Display (540 cards) \$145.00	ME: The Lidless Eye Booster Display 540 cards
Ce Age Booster Pack 15 cards   \$4.75	WIZ Magic the Gathering ANTHOLOGIES	ICE Middle Earth: Against the Shadow
Alliances Display (540 cards)\$230.00	WIZ Magic the Gathering ANTHOLOGISS  A limited edition two-preconstructed Starter-Deck anthology. The two decks give you the combined might of two armies assembled from across Dominia's history. With spells and creatures gathered from every Magic the Gathering expansion and edition, from Alpha Edition to Urza's Saga. The two preconstructed decks have 60 white bordered cards and 5 token cards in each. There is also a 64 page booklet covering the games history and strategies. The sturdy card box can also hold 350 cards in sleeves, or 5 starter decks.  Special \$30.00	Over 140 new cards, for Middle Earth the Wizards or Middle Earth Lidless Eye. Focuses on the Wizard player, using resources from ME: The Wizards,
WIZ Magic: Mirage An expansion that can be played with Magic or played by itself. There are	Dominia's history. With spells and creatures gathered from every Magic the Gathering expansion and edition, from Alpha Edition to Urza's Saga. The	competing against a Ringwraith player.  ME: Against the Shadow Booster Pack 15 cards\$4.50
over 300 new cards in the set, including new rules variants.  Mirage Starter Deck 60 cards + rules	two preconstructed decks have 60 white bordered cards and 5 token cards in each. There is also a 64 page booklet covering the games history and	ME: Against the Shadow Booster Display 540 cards\$145.00
Mirage Starter Deck 60 cards + rules	strategies. The sturdy card box can also hold 350 cards in sleeves, or 5 starter decks. Special	ICE Middle Earth: The White Hand ME: The White Hand Booster Pack 15 cards\$5.00
Mirage Starter Display (720 cards)         \$150.00           Mirage Booster Pack (15 cards)         \$4.95           Mirage Booster Display (540 cards)         \$150.00	WIZ Magic: Unglued	ME: The White Hand Booster Display 540 cards \$150.00 Over 120 new cards, for Middle Earth the Wizards or Middle Earth Lidless
WIZ Magic: Tempest	A weird and wacky release for Magic: the Gathering, All of the cards are	Eye. Focuses on a corrupted Wizard player, as Saruman.
The flying ship Weatherlight has left the light of Dominaria for the shadow plane of Rath in an attempt to rescue Captain Sisay. An expansion with 300	broken or bizarre, and all banned from tournament use. But if you want your social games to become 'unglued' then please, use these cards! But definitely not recommended for rules lawyers or power gamers, and you	ICE Middle Earth: The Balrog
new cards that can be played with Magic or played by itself.  Tempest Starter Deck 60 cards + rules	definitely not recommended for rules lawyers or power gamers, and you need a sense of humor. Has 48 packs of 10 cards each. \$2.25 per pack, or \$97.00 for the display.	Limited Expansion. At last, a refreshingly different presentation of CCG cards - this expansion is sold in two boxes. Each box contains 132 fixed
Tempest Starter Display (720 cards)         \$384.00           Tempest Booster Pack (15 cards)         \$10.00           Tempest Booster Display (540 cards)         \$324.00	WIZ 1000 World Championship Dacks	Limited Expansion. At last, a refreshingly different presentation of CCG cards - this expansion is sold in two boxes. Each box contains 132 fixed cards, including 52 new Balrog cards, and 80 previously released cards that the Balrog can use in his army. So if you buy both boxes, you automatically
Tempest Booster Display (540 cards) \$324.00	WIZ 1998 World Championship Decks Limited Edition. Contains 12 preconstructed decks, of four types, of four of	receive all 104 new cards! ME: The Balrog 'The Shadow Deeps' Box 132 cards
WIZ Magic: Stronghold	Limited Edition. Contains 12 preconstructed decks, of four types, of four of the 1998 Magic World Championship finalists. You may specific which deck you want to order, but if we run out of that one, we will supply another at random. The decks have no rules, & are:  Brian Selden – World Champion This deck conquered the field by using	The Balrog infiltrates the Underdeeps beneath Moria. Here, he hopes the ancient fires will instill him and his minions with new strength.
Gerrard of the Weatherlight leads the rescue team into the heart of Rath- Evincar Volrath's citadel. There, they hope to find and free Sisay, but Volrath's lair is a maze of risks and confrontations. High in Volrath's	at random. The decks have no rules, & are:  Brian Selden - World Champion This deck conquered the field by using	ancient fires will instill him and his minions with new strength.  ME: The Balrog 'Balrog's Host' Box 123 cards  The Balrog gathers the ores and trolls of the Misty Mountains into a massive
Dream Halls comes face to face with Volrath.	Brian Selden – World Champion This deck conquered the field by using Survival of the Fittest to put creatures into the graveyard and Recurring Nightmare to bring them back into play. The deck employs over 20 creatures and dips into blue for Lobotomy. S22.00  Ben Rubin – Finalist This archetypal red weenie deck consists of roughly equal parts direct damage, aggressive creatures & land S14.00  Brian Hacker – Quarter finalist This white weenie deck rolled over connections with more than twenty acceptance.	army, and is ready to fight wizard or ringwraith.  The Balrog Display 3 each of the above two boxes\$240.00
Stronghold Pre-constructed Starter Deck 60 cards + rules\$15.50	Ben Rubin – Finalist This archetypal red weenie deck consists of roughly	
Spikes. Each has 3 rare, 9 uncommon & 48 command & land. Each Stronghold Pre-constructed deck is built to maximise the strength of	Brian Hacker - Quarterfinalist This white weenie deck rolled over	Pokemon
	creatures with shadow and the en-Kor to overwhelm the unprepared, with	WIZ Pokemon
Stronghold Starter Display (720 cards) \$155.00 Stronghold Booster Pack (15 cards) \$4.50 Stronghold Booster Display (540 cards) \$145.00	Brian Hacker - Quarterinalist Inis white weene acek rolled over competitors with more than twenty aggressive creatures. This horde relies on creatures with shadow and the en-Kor to overwhelm the unprepared, with the threat of Cataclysm	Con you believe it? Pokemon has finally been released in Australia Based
Tenung meneral period of the contract of the c	The deck's offense is limited to Stalking Stones and a Rainbow Efreet, but	on the cartoon series inspired by the Game Boy game. You can now collect and train your favorite Pokemon to challenge rival Pokemon trainers using the special attacks you've seen in the proular TV show.
WIZ Magic: Exodus  As Gerrard and his party battle in the heart of Volrath's stronghold, the rest	the best offense is often a killer detense	the special attacks you've seen in the popular TV show. Pokemon Starter Deck 61 cards, rules, counters
As Gerrard and his parry battle in the heart of Voirath's stronghold, the rest of the crew of the Weatherlight are forced to battle headly flagship of the evincar's army, the Predator. Meanwhile, a traitor prepares to lead Gerrard	random one of the above Championship Decks, plus a free video with	Each Starter deck contains two 30-card theme decks so that two can play immediately, I holographic Pokernon card, 10 damage counters, rulebook. All Starter Decks contains the same two 3-card theme decks.
Exodus Pre-constructed Starter Deck 60 cards + rules\$15.00	60 minutes of top-flight video action of the battle between the top eight competitors in the 1998 World Championships. Your video must	
Exodus Starter Display (720 cards) \$150.00 Exodus Booster Pack (15 cards) \$4.50	be able to play NTSC. \$10.00	There are four types of Theme Decks. They are: Overgrowth -524, take over
Exodus Booster Display (540 cards)\$145.00	WIZ 1999 World Championship Decks	There are four types of Theme Decks. They are: Overgrowth 523, take over the game by evolving your grass and water Pokemon to maximum toughness; Blackout -522, leave your rivals in the dark as you destroy their energy with the fighting and water Pokemon; Zapl -528 Knock your opponent's Pokemon out of the fight with the psychic and lightning
WIZ Magic: Urza's Saga Ushers in a new chapter in the epic Magic story. From the fires of Shiv to the darkness of Phyrexia, Urza seeks one thing: revenge. The power of the	Limited Edition. Contains 12 preconstructed decks, of four types, of the four 1999 Magic World Championship finalists. You may specific which deck you want to order, but if we run out of that once, we will supply another at	opponent's Pokemon out of the fight with the psychic and lightning
the darkness of Phyrexa, Urza seeks one thing: revenge. The power of the	and and The dealer have no miles from:	Pokemon Theme Deck Display 6 or 8 decks\$140 or \$180.00  Pokemon Theme Deck Display 6 or 8 decks\$140 or \$180.00
planes comes to your game with cycling, echo and other new concepts. Can you played alone or with other Magic sets. Over 300 new cards. Urza's Saga Preconstructed Starter Decks 60 cards + rules\$15.00	random. He udexs have in ones, et aic.  Kai Budde – World Champion 5 per display. This red-artifact deck employed more than 30 artifacts to generate huge amounts of mana. Big creatures became a threat to any opponent, plus Wildfire	Pokemon Booster Pack 15 cards
There are four types: The Plague (a black and white deck that uses the power	Mark Le Pine - Finalist 3 per display. This Sped Red deck applied the	Pokemon Booster Display 36 packs\$194.00
of pestilence), Special Delivery (with new echo creatures, you get your red and green nasties on the table faster than ever), Sleeper (a white creature deal; that purkens) and Tompstone (a black and blue deel with reanimation		Pokemon Jungle Theme Deck
deck that awakens) and Tombstone (a black and blue deck with reanimation cards and cycling cards for options). You may choose which deck you want, but if we run out of that one, we will supply another at random.	Matt Linde – Semifinalist 2 per disp. Speedy mono-green deck with 26 low-cost creatures. Also 4 Rancors & 4 Giant Growths	Pokemon strategies. Each deck has 60 cards, 1 coin, damage counters, nilebook. There are two preconstructed theme decks, and they are: Power
Urza's Saga Preconstructed Starter Display 12 decks	the board with Cursed Scrolls, Powder Kegs, & Phyrexian Plaguelords. Also diseard effects Ravenous Rats, Duress, Stupor. \$15 1999 World Championship Deck Display 12 Decks. \$165.00	Reserve lets you evolve your pokemon to bring on the power for victory; and Water Blast, which is loaded with water pokemon to hose your
Urza's Saga Random Starter Display (900 cards)\$160.00	1999 World Championship Deck Display 12 Decks\$165.00	Pokemon Jungle Theme Deck Display 6 decks
Urza's Saga Booster Pack (15 cards) \$4.50 Urza's Saga Booster Display (540 cards) \$145.00	Magic Accessories	Pokemon Jungle Booster Pack 15 cards
WIZ Magic: Urza's Legacy	WIZ Magic Card Storage Boxes \$9.00	Primas Official Strategy Guide to Pokemon Trading Card Game
In this follow-up to the Urza's Saga set, the obsessed planeswalker continues his quest across Dominaria for artifacts capable of holding off the Phyrexian invasion. The Yavimaya forest reluctantly provides the seed to	Five styles of full color Magic card boxes, each able to hold 1,200 Magic cards. The six types are red, green, white, blue, black. If we run out of that	Full color book with complete stats on all Pokemon cards from Alakazam to Zapdos, tips on building winning decks, complete Pokemon gallery, brand-
Phyrexian invasion. The Yavimaya forest reluctantly provides the seed to grow a flying ship which, along with the artifacts, are to become Urza's	color, we will substitute at random.  KBG Magic the Gathering Play Mat	new info on Jungle cards.
Legacy . Urza's Legacy Preconstructed Starter Decks 60 cards, rules .\$15.00	A 14" x 26" single player play mat with a smooth surface that will protect your cards from wear and scuffing.	Pokemon Trading Card Album. \$15.00
There are four types. You may choose which deck you want, but if we run out of that one, we will supply another at random. They are:  Radlant's Revenge The new ruler of Serra's realm, an archangel hellbent on	PEN Magic: Official Encyclopedia Vol 1	Domo
Radiant's Reverge The new ruler of Serra's realm, an archangel hellbent on revenge. Explodes with card-drawing and control cards.  Crusher Hulking worms, treekfolk and other large obstacles try to stop Urza	the cards from Fourth Ed, Discontinued cards, Chronicles, Ice Age, Alliances, Arabian Nights, Antiquities, Legends, the Dark, Fallen Empires,	Raye
from completing Weatherlight, Hurts your opponents.	Homelands, etc. PEN Magic: Official Encyclopedia Vol 2	WW RAGE Trading Card Games
Phyrexian Assault An unending barrage of creatures and creature removal cards that can break down the most formidable defense.	144 full color pages, with over 1,300 cards featured in full color, showing the cards from Mirage, Visions, Fifth Edition, Weatherlight, Portal, etc.	By White Wolf Take control of a pack of werewolves, commanding them in
Time Drain Urza's allies. Use legions of free creatures to crush your opponents before they have a chance to prepare for battle.  Urza's Legacy Preconstructed Deck Display (12 decks)\$162.00	PEN Magic: Official Encyclopedia Vol 3	battle against your opponent's pack and creatures of the Wyrm. Unltd Ed. The Umbra Booster Pack 12 cards
Urza's Legacy Preconstructed Deck Display (12 decks)	128 full color pages, with over 900 cards featured in full color, showing the cards from Tempest, Stronghold and Exodus. Also Vanguard and Portal County Appendix and Appendix	The Umbra Booster Display 24 packs \$12.00 Limited Edition Expansion, which explores the mystical spirit realm known as The Umbra An all-knew territory to explore with new and powerful
and the state of the property and the control of the state of the stat	Second Age cards and details of the Magic 1996 Pro Tour decks and 1997 World Championship decks.	enemies.  Legacy of the Tribes Pack 12 cards \$1.00
WIZ Magic: Urza's Destiny As the Phyrexian invasion draws near, Urza constructs the Legacy, but he	PEN Magic: Advanced Strategy Guide	Legacy of the Tribes Display 24 packs \$12.00 Limited Edition Expansion. The time of the Apocalypse draws closer, and
needs a sentient, organic component to guide the weapon. And against the protests of his inner circle, he delves into areas best left unexplored, even by	an advanced training manual. Essential info on all of the game's issues, from developing the art of deck design, how to combat classic tournament	preparing for the worst, members of the tribes call forth their greatest heroes, most powerful fetishes, strongest allies, greatest resources.
planeswalkers. Urza's Destiny Preconstructed Starter Decks 60 cards, rules \$15.00	WIZ. The Art of Magic the Gathering Rath Cycle \$37.00	neroes, most powerful reusines, suongest untes, grounds reconstruction
There are four types. You may choose which deck you want, but if we run	A full color, glossy art book of the art from The Rath Cycle, as seen in Weatherlight, Tempest, Stronghold and Exodus. Includes full color plates as	Rage Across Las Vegas
out of that one, we will supply another at random. They are:  Battle Surge Uses blue stalling tactics to hold off opponents, while a host of red creatures mount a decisive attack.	well as working sketches. WIZ Official Urza's Destiny Game Guide\$22.00	AND A STATE OF THE PARTY OF THE
Enchanter Employs a variety of blue creatures who get even more powerful when enchantments are played.	With fiction, full description and color picture of every card, detailed index, tips on how to use each card and planning strategies.	FIV Rage Across Las Vegas Rage is the fast paced fighting game of werewolf combat based on White
Assassin Sends in a swarm of small, black creatures backed up with creature destruction and discard effects.	Magic Novels	Rage is the fast paced fighting game of werewolf combat based on White Wolf's acclaimed World of Darkness Werewolf roleplaying game. Players form packs of werewolves and attempt to defeat the other players. There are
Fiendish Nature Uses fast mana sources to power up a horde of big, green uglies with attitude.	WIZ Rath & Storm An anthology of stories. \$11.00 WIZ The Gathering Dark Ice Age Cycle Book I. Terisiare lies in ruins. Nations have fallen, goblins raid the land. \$11.00 WIZ Brother!s War Artifacts Cycle Book I. The conflict between Urza	Rage Phase # 1 Starter Deck 60 cards + rules
Urza's Destiny Preconstructed Deck Display (12 decks)\$162.00	Nations have fallen, goblins raid the land	2 different Preconstructed Starter Decks. Get of Fenris and Wendigo.  Rage Phase # 1 Booster Pack 8 cards
Urza's Destiny Booster Pack (15 cards) \$6.25 Urza's Destiny Booster Display (540 cards) \$200.00	and Mishra over Terisiare continent	Rage Phase # 1 Combo Display 6 decks, 24 packs\$90,00
WIZ Magic: Mercadian Masques The crew of the Weatherlight returns as Gerrard and company find	WIZ Bloodlines Artifacts Cycle Book II. Urza becomes a glaneswalker Artifacts Cycle Book IV. The dark lord Yawgmoth WIZ Bloodlines Artifacts Cycle Book IV. The dark lord Yawgmoth WIZ Bloodlines Artifacts Cycle Book IV. The dark lord Yawgmoth WIZ Bloodlines Artifacts Cycle Book IV. The dark lord Yawgmoth WIZ Bloodlines Artifacts Cycle Book IV.	Rage Phase # 2 Starter Deck 60 cards + rules
The crew of the Weatherlight returns as Gerrard and company find themselves in an exotic land that teems with strange creatures and customs. Replaces the Tempest card set in Standard tournament play. Has 350 black	sends out an edict: kill Urza Planeswalker	Rage Phase # 2 Booster Pack 8 cards
bordered cards and the first ever premium cards. Also introduces new game	Middle Earth: The Wizards	Rage Phase #3 Starter Deck 60 cards + rules
Mercadian Masques Theme Deck 60 cards + rules	The second secon	Rage Phase # 3 Combo Display 6 decks, 24 packs\$90.00
down some good old-fashioned gruesome carnage with land and hand	ICE Middle Earth: The Wizards	Rage Phase # 4 Starter Deck 60 cards + rules

Rage Phase # 4 Booster Pack 8 cards	\$2.00
Rage Phase # 4 Combo Display 6 decks, 24 packs\$	90.00
Rage Phase # 5 Starter Deck 60 cards + rules	\$10.00
2 different Precon. Starter Decks: Children of Gaia and Black Furies.	
Rage Phase # 5 Booster Pack 8 cards	\$2.00
Rage Phase # 5 Combo Display 6 decks, 24 packs	\$90.00

#### Star Trek Next Generation

DEC Star Trek Introductory Two Player Game
There are two types, Klingon and Federation. Both sets include two precustomized 60 card starter decks, one Federation and one Klingon, with new
cards being I I new mission cards and the legendary Spock, also have two
15 card booster packs, one from the initial white bordered booster, the other
from Altemate Universe; and two black border cards: Data laughing and
Admiral McCoy. The Klingon set has three black bordered Klingon cards,
Mogh, Gi'ral and Ja'nod. The Federation set has three black bordered cards,
Admiral Picard, Commander Data, & Commander Troy.

\$45.00 each

DEC Star Trek Next Generation
The game features fast action based on the action in the series. Game play is refreshingly different and unique. You can be Federation, Romulan, or Klingon, Your deck will include mission cards: dilemma and interupt cards; artifact cards: outpost cards; ship cards: personnel cards, crews with which to form Away Teams; etc.
Star Trek Premiere Starter Deck II 68 cards + rules
Star Trek Premiere Starter Deck II Display 12 decks\$150.00
Star Trek Next Generation: Booster Pack 15 cards
A random assortment of 15 cards of the Unlimited White Border edition,
Alternate Universe Expansion 15 cards\$4.50
with at least one rare and one uncommon card.  Alternate Universe Expansion 15 cards
remaining 73 cards expand upon existing elements of ST:TNG. The 1st Ultra-Rare Card, which is randomly packaged, is of the Future Enterprise.
Q-Continium Booster Pack 15 cards \$4.50 Q-Continium Booster Display 540 cards \$140.00
meddling excursions into the Star Trek time line. Also features other cards
from all areas of Star Trek.  First Contact Movie Rooster Pack 9 cards \$4.00
First Contact Movie Booster Pack 9 cards
display.  S25.00  First Contact Enhanced Pack
which can turn anyone into a borg. Amusing! First Contact Enhanced Display 12 Enhanced Packs\$255.00
Deep Space 9 Starter Deck 60 cards & rules         .\$14.50           Deep Space 9 Starter Display 720 cards         \$150.00           Deep Space 9 Booster Pack 9 cards         .\$3.75           Deep Space 9 Booster Pack 9 cards         .\$99.00
Introduces the Deep Space 9 Space Station, its captain and crew, new affiliations, the Bajoran wormhole, and the Gamma Quadrant. There are 260

affiliations, the Bajoran wormhole, and the Gamma Quadrant. There are 200
new cards. Can by played with Star Trek or by itself.
Star Trek: The Dominion Booster Pack 9 cards
Star Trek: The Dominion Booster Display 270 cards\$99.00
130 new cards. The Dominion affiliation, Weyoun, the Jem Hadar, the USS
Defiant, Gamma Quadrant missions, the Founders as themselves or
infiltrators, garrisons, planetary subjucation. Also new rules specially for the
Jem Hadar, the Founders, etc.
Blaze of Glory Booster Pack 9 cards
Blaze of Glory Booster Pack Display 30 packs \$99.00

Blaze of Giory Booster Fack Display 50 packs
130 new cards. A new battle side deck, two dozen Klingons and Romulans,
collectable diffraction foil cards, powerful new starships, new ways to take
and exploit captives, an arsenal of hand weapons.
Rules of Acquisition Booster Pack 9 cards\$3.75
Rules of Acquisition Booster Pack Display 30 packs\$99.00
130 new cards. The Ferengi affiliation, Rules of Acquisition cards, arms
dealers, commercial exploitation, vacuum-desiccated Ferengi remains,
treachers greed bribers extortion

Star Trek Second Anthology
Includes expansion packs from First Contact, Deep Space Nine, The Dominion, 2 N Starter Deck II, card storage box that holds 800 cards, complete card list of Premiere through Second Anthology, and six limited premium black border cards being. Luther Sloan, Vedek Dax, Jodmos (Sisko as Klingon), Koval, Legate Damar, and Bashir Founder.

This Limited Edition Collector's Tin for Star Trek the Next Generation Customizable Card Game contains all 363 common, uncommon and rare cards from the basic set. Cards are printed with a distinctive silver border.

Star Trek Official Tree.

Star Trek Official Tournament Sealed Decks Contains 12 fixed-contents tournament decks, each of which contains 4 packs of Unlimited Boosters, 1 Alternate Universe Booster, 1 unique 20 card pack, limited edition, made exclusively for this product. Comes in a box that can hold 300 unsleeved cards, Inside the sealed external wrapper, each box has one of six random different cover designs, being Borg, Bajoran, Cardassian, Federation, Klingon and Romulan. You cannot specify which you want.

which you want. Star Trek Official Tournament Sealed Deck Star Trek Official Tournament Sealed Deck Case (12 dcks) \$310

# Star Wars Episode I

DEC	Star Wars Episode I Introductory Game	
Contains	four 40-card preconstructed decks, for 2 - 4 players. Features an	
	understand rulebook, that teaches gameplay and then how to	
customiz	e decks. Not compatible with the below \$40.00	

DEC Star Wars Young Jedi Menace of Darth Maul
Not compatible with the original Star Wars CCG, this all new game presents
the characters, starships, locations and these from the new Star Wars movie.
This first release focuses on the actions taking place on one of the planets
featured in the movie. 140 limited edition cards are in this release. Please
note that the rules and gameplay are very simple, much like Magic:TG
Portal. Has foil cards randomly inserted.
SWYJ Menace of Darth Maul Starrter Deck 60 cards + rules \$16.00
Has two 30 card playable decks, one Light Side, one Dark Side.
SWYJ Menace of Darth Maul Starrter Display (720 cards). \$170.00
SWYJ Menace of Darth Maul Booster Pack 11 cards ... \$4.75
SWYJ Menace of Darth Maul Booster Display 30 Packs ... \$122.00

DEC Star Wars Young Jedi The Jedi Council
140 new eards. Two major changes - Coruscant characters and the addition
of six new location cards. Starter decks are fixed and contain 10 cards not
found in the booster packs. Foil cards appear only in the booster packs at a

DEC Star Wars Young Jedi Battle of Naboo

DEC Young Jedi Collector's Box 

### **Star Wars**

DEC Star Wars Premiere Introductory 2 Player Game 

Star Wars Unlimited Edition

DEC Star Wars Unlimited Edition

The Rebel Alliance battles against the unrelenting power of the Empire. One player controls the Rebel Alliance and the good side of the Force, the other plays the Empire and the Dark Side of the Force and Starter Deck contains 30 random Light Side and 30 random Dark Side of the Force cards. Booster Packs are a random mix of cards from both sides of the Force. Start Wars Starter Deck 60 cards + rules \$14.50

Starter Deck Display (720 cards) \$150.00

Starter Wars Limited Starter Deck 60 cards + rules \$18.00

Star Wars Limited Starter Deck 60 cards + rules \$18.00

Star Wars Limited Starter Deck 60 cards + rules \$14.00

Star Wars Limited Starter Deck 10 cards \$140.00

Star Wars Limited Booster Dack 10 cards \$54.00

Star Wars Limited Booster Pack 15 cards \$5.00

Star Wars Limited Booster Pack 15 cards \$5.00

New Hope Limited Booster Pack 15 cards \$6.00

New Hope Limited Booster Display (540 cards) \$180.00

Cards taken from the movie Star Wars only, focusing on the Rebels attempts to destroy the Deathstar, and Darth Vader's attempts to stop them by destroying their hidden base

New Hope Revised Edition unlimited Booster Pack 9 cards \$5.00

Hoth Limited Booster Pack 15 cards \$5.00

Hoth Limited Booster Pack 15 cards \$5.00

Hoth Unlimited Booster Display (540 cards) \$59.00

Hoth Unlimited Booster Pack 9 cards \$3.75

Hoth Limited Booster Pack 9 cards \$5.00

Daepobal Limited Booster Pack 9 cards \$5.00

Set in The Empire Strikes Back movie. This expansion focuses on the Empire's assault upon Hoth, and the Rebel's attempt to stage a successful withdrawal.

Dagobah Limited Booster Pack 9 cards.

Dagobah Limited Booster Display 540 cards.

S325.00

Yoda makes an appearance. Also included are Jedi Training, new weapons, asteroids, the Executor, TIE Bombers, Space Slugs, Bounty Hunters. Features 180 new limited edition cards.

Dagobah Unlimited Booster Pack 9 cards.

Dagobah Unlimited Booster Pack 9 cards.

S399.00

See description above, but this one with unlimited cards.

Cloud City ESB Booster Pack Display 540 cards.

S399.00

See description above, but this one with unlimited cards.

Cloud City ESB Booster Pack Display 540 cards.

S189.00

See Dash Fett, the Cloud City's denizens, etc.

Cloud City ESB Booster Pack Display 540 cards.

S189.00

Each pack has three Limited Edition Premium Cards and 4 9-card booster packs. The four types are: Chewie with Blaster Rifte (also has Lando in M. Falcon and Quiert Mining Colony): Landa with Blaster Pistol (also has 2-95 Bespin Defense Fighter and This Deal is Getting Worse): Baba Fett in Move? (also has 4-LOM with Concussion Rifle and Any Methods Necessary); and G-88 with Riot Cim (also has Dengar in Punishing One and Crush the Rebellion.)

Cloud City Palnanced Display 12 Enhanced Packs.

S33.50

Jabba's Palace Booster Pack Display 540 cards

S33.50

Sabba's Palace Enhanced 3 ltd cards + 36 cards in 4 packs.

S3.00

Each pack has three Limited Edition Premium Cards and 4 9-card booster packs. The pokes are Mara Jade the Emperor s Hand \$30.00 Master Like.

See Threepio (includes Mara 's lightshort), Busth.

Jabba's Palace Enhanced 3 ltd cards + 36 cards in 4 packs.

S3.00

Each pack has three Limited Edition Premium Cards and 4 9-card booster packs. The pokes are Mara Jade the Emperor s Hand \$30.00 Master Like.

Star Wars Special Edition DEC Star Wars Special Edition
A new 324 card limited edition set which features art from the three Special Edition movies, which were re-releases of the old movies plus new computer graphic characters, scenes, ships and vehicles, etc.
Star Wars Special Ed Starter Deck 60 cards + rules. \$18.00
22 of the 60 cards are fixed, so are immediately playable. Come as either Dark Side or Light Side. You can specify which, but if we run out of one. we'll supply the other. Large format rules version 2.0.
Starter Deck Display (720 cards). \$190.00
Star Wars Special Ed Booster Packs 9 cards \$3.75
Star Wars Special Ed Booster Display 30 packs cards. \$99.00

Star Wars Enhanced Premiere Pack.

Ssee Below
There are six types of Enhanced Premiere Packs in the display. Each Pack
has a limited edition character card with weapon, plus four unlimited booster
packs. The six types are Darth Vader with Lightsaber \$24.00, Luke with
Lightsaber \$24.00, Obi-wan with Lightsaber \$24.00, Boba Fett with Blaster
Rifte \$24.00, Leia with Blaster Rifte \$24.00, Han with Heavy Blaster Pistol
\$24.00, You can specify which one you want, but if we run out, we will
supply another at random, at the correct price. Display of 12 Packs.
\$270

Star Wars Reflections: A Collector's Bounty
A special limited edition release. Each display has thirty 18-card packs, each pack contains one foil card out of 114 possible foils, of varying rariety, plus a mix of white and black border cards, with a high number of rare cards per pack. The foil cards look fantastic!
Star Wars Reflections Pack 18 cards
S7.50
Star Wars Reflections Display 30 packs
S202.50

Star Wars First Anthology \$100.00 Sold out commercially, this limited edition is now only available from secondary markets, hence the high price.

Star Wars Second Anthology
A limited edition heavy duty cardboard box that fits over 800 Star Wars
Cards 'Inside the box are eight Unlimited Booster Packs, two limited
Dagobah Packs, two packs of Cloud City, plus a free bonus selection of 6
white border preview cards from a future set, including Mon Calamari Star
Cruiser, Sarlace, Mon Mothma, etc

Star Wars Official Tournament Sealed Decks

Contains 12 fixed-contents tournament decks, each of which contains 4 packs of Unlimited Boosters, 1 New Hope Booster, 1 unique 18 card pack, limited edition, made exclusively for this product. Comes in a box that can hold 300 unsleeved cards, Inside the sealed external wrapper, each box has one of six random different cover designs. You cannot specify which you want.

wam. Star Wars Official Tournament Sealed Deck \$30.00 Star Wars Official Tournament Sealed Deck Case (12 dcks) \$310

PRE TOMB RAIDER CCG

PRE TOMB RAIDER CCG
Based on the computer game, captures the heart and soul of Tomb Raider
Movel Fight Think! and Search! Be the first to find the hidden treasure.
Legendary quests, fabulous items, and daring raiders all combine with game
lay features like upgrades, save points, and escalating difficulty.
Tomb Raider 2 Player Quest Deck Set Has two quest decks with 50 cards each and
two booster packs. Decks are Tombs and Case, dice, piece, bstr pack.

\$17.00
Tomb Raider Starter Deck \$0 cards, rules, dice, piece, bstr pack.

\$17.00
There are 2 starter deck types: Trapped in the Tombs, where Lara uses her
wits to search for ways to circumvent the tomb's ancient traps; and Into the
Caves, where Lara needs frequent use of her gun to kill sinister monstary.
Tomb Raider Booster Pack 8 cards.

\$15.00
Tomb Raider Booster Pack 8 cards.

\$15.00

Tomb Raider Slippery When Wet Expansion
Tomb Raider SWW Pacific Peril Quest Deck Lun Croft Scuba Diver braves the
caverns and sharks of the ocean floor in search of the Pearl of the Pacific. Rules, dice,
game piece, 50 cards, booster pack of 8 cards.
Sippery When Wet Booster Pack & cards.
Sippery When Wet Booster Pack & cards.
Signery When Wet Booster Pack Scards.

### Jyhad & Vampire: the Eternal Struggle

WIZ JYHAD TRADING CARD GAME
This game by Wizards of the Coast, is a collectible card game set in White Wolf's dark Vampire: the Masquerade world. These cards are fidly compatible with the new Vampire: the Etemal Struggle CCG. There are over 400 cards in the set. Limited stocks, so be quick.

Jyhad Starter Deck 76 cards, rules

Jyhad Starter Display 10 decks, 760 cards.

\$50.00

Jyhad Storter Display 10 decks, 760 cards.

\$1.95

Jyhad Booster Pack 19 cards.

\$50.00

WIZ Vampire: The Eternal Struggle
Wizards of the Coast have released 2nd Edition Jyhad, which they have
called Vampire: The Eternal Struggle. The cards are compatible with Jyhad,
and both sets of cards can be used in tou

300 cards.
Vampire: TES Starter Deck 76 cards + rules ...... vampire: LS Starter Deck /6 cards + rules \$18,00 Starter Display (760 cards) \$150,00 Dark Sovereigns Booster Pack (15 cards) \$4,00 Dark Sovereigns Booster Disp (540 cards) \$140,00 Adds Clans Giovanni and Ravnos, and new disciplines. 100 new cards in the set.

### Warlords

ICE Warlords
A simple, fast, fun, multiplayer (2 – 8 players) fantasy game, based on the popular computer game. For the new special price, it's great value. You assemble your heroic followers, gather your armies, and build citadels. Venturing out to explore, find treasure, or wage war, you avoid or crush cruel beasts and outmaneuver your focs warriors and armies. Using strength and guile, you try to be the first to rise as the supreme warlord. 251 cards in

# **Wheel of Time**

PRE Wheel of Time

By Precedence, this CCG is based on the novels by Robert Jordan. Choose a path for the dragon reborn Rand to follow towards the Last Battle. Or choose to guide the Forsaken in the service of the Dark One.

Wheel of Time Starter Deck 50 cards, playmar, dice, counters.

\$17.95
There are two types of Starters: Dragon Reborn, Rand al Thor, the Dragon Reborn, must face the Forsaken to oppose the followers of the Dragon Reborn Ratter deck also contains an 8 card booster pack.

Wheel of Time Starter Deck Display 6 Starter Decks.

\$97.00
Wheel of Time Booster Pack 8 cards.

\$33.50

# X-Files

USP X-FILES Trading Card Game
Features photos taken directly from the award-winning TV show featuring agents Fox Mulder and Dana Scully. Your resources are a team of FBI Special Agents, investigative equipment, witnesses, etc. The challenge is to overcome conspiracies and government cover ups as well as paranomal phenomena and supernatural activities.

X-FILES Starter Deck 60 cards & rules Crazy \$2.50 Was \$15.00

X-FILES Starter Display 720 cards Crazy \$1.00 Was \$4.00

X-FILES Starter Display 720 cards Crazy \$2.50 Was \$1.50.00

X-FILES Starter Display 720 cards Crazy \$2.50 Was \$1.50.00

X-FILES Starter Display 720 cards Crazy \$2.50 Was \$1.50.00

X-FILES Starter Display 720 cards Crazy \$2.50 Was \$1.50.00

# **Trading Card Accessories**

CRF81169 Mirage Collector's Album Special \$7.00
A stunning collectible card game 3-ring Collector's Album, designed for Magic: Mirage, but usuable with any cards, of course!

CRFRPJ-N8-2U Card Album
High quality card album that fits the Superpro Sheet Card Holders.

CRF 9 Pocket Sheet Card Holders (1)
Each sheet fits in the above Collectors Album Ringbinder, and fits 9
The plastic is totally transparent, and protects the cards from any so

CRF81100 DECK PROTECTORS CRF81100 DECK PROTECTORS

The protectors are only marginally larger than the card, so that card does not float around inside the protector and get scratched - the protectors fit into the pocket album pages; you can use them during game play, and they have no PVC. so they protect the cards while in storage. There are 100 protectors in one deck. There are 10 decks in one display. For a whole display. ... \$109.00 Black-back Deck Protectors These Ultra Pro rigid top loading card protectors have black, non-transparent backs, so that your opponent cannot see the backs of your cards. \$13.50 each or for a whole display \$119.00 10 decks.

decks.

Red-back Deck Protectors These Ultra Pro rigid top loading card protectors have black, non-transparent backs, so that your opponent cannot see the backs of your cards.

\$12.50 each or for a whole display \$109.00 10

CRF Ultra Pro Floppy Card Sleeves (100)

83.25

For this ridiculously little price, you get 100 card sized floppy, plastic, transparent sleeves. Each sleeve fits one card, and is a great way to protect your cards while keeping them in a usuable format. By Ultra Pro

MIS El-Cheapo Floppy Card Sleeves (100) 100 card sized floppy, plastic, transparent sleeves. Each sleeve fits one eard, and is a great way to protect your cards while keeping them in a usuable format. These el-cheapo sleeves are slightly bigger than Ultra Pro ones.

CRF81148 Ultimate Collection 250 Card Plastic Box \$4.50

# Role Playing Games

# **Color Code**

- New Item Now Available and in Stock
- New Item Not Yet Released

# 7th Sea

7th SEA PLAYER'S GUIDE By AEG. Discover the world of 7th Sea, where swashbuckling mixes with sorcery and piracy in heroic action. This is a world where secret societies, intrigue, and dashing acts of derring-do abound. Includes a quick-start guide, over 100 pages of source information on Theah, the world of 7th Sea. Rules use a unique bidding system, giving players and GMs control over the mechanics of the game. Hardback.

7th SEA GAME MASTER'S GUIDE The perfect companion to the Player's Guide, this hardbound volume contains everything from helpful ints to downight dirty tricks, plus a weath of information on the world and its nations, cultures, secret societies. Hardback.

554.95

hints to downight dirty tricks, plus a wealth of information on the world and its majons, cultures, sceret societies. Hardback.

7th Sea GM's Screen & The Erebus Cross # 1 Typical GM screen plus the first part in a 3 part adventure that leads the players across main land Theah. Also info from the Explorer's Society sourcebook.

\$36.95
Scoundrel's Folly: Erebus Cross # 2 As the idle rich of Theah hunt fearsome monsters on a weird island, smeone watching from the shadows knows the true terrible powers of the island, and only you can stop him.

\$22.50
The Arrow of Heaver: Erebus Cross # 3 An ancient machine that can destroy whole worlds or even stars has been discovered, and your player characters must stop sinister factions from getting their hands on it.

\$22.50
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renowned Le Garde Eclair. Also campaigns & guerilla war, map.

The Knights of the Rose & Cross Unafiliated with any nation, the Knightly Order stands for honor and justice. However, behind the dashing smiles is a secret that will change Theah forever. Detail history & background. \$36,95 Villain's Kit If you buy this 64 page book, it includes a Free Sign Up page with a golden-stamped membership number, that gives you one years membership to Novus Ordum Mundi at AEG in the USA. Has an introductory treasure hunt; a unique tavem full of NPCs; how to build the perfect villain; four new action maps; and a campaign construction sheet.

\$45,95

# **Aberrant**

Aberrant RPG By White Wolf, this complete RPG is the prequel to Trinity RPG, dealing with the Aberrant Era. Set in the early 21st Century, before the devastating war against humanity, this game allows you to be one of these doorned beings of vest power, and to experience their struggles to avoid the coming cataclysm. Was it a Golden Age or Hell on Earth? What were the aberrants really like? Were they really mad gods running rampant across the world? 296 pages. Softcover Version.

\$45.95

Aberrant Storytellers Screen Typical GM screen plus a 72 page book containing setting information including the effects of novas on existing corporations, religious and cults. Also a complete story.

Aberrant Dice A set often 10-sided gold and blue dice & bag.

Aberrant: Fear and Loathing Duke Rollo, the direct and uncensored gonzo journalist of the Aberrant world is back with more inveverent insights into the innies of life in a nova-feving society. Due June.

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& strange techniques to deal with Taint.

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\*\*Aberrant: XWF X-treme Warfare Federation shootfighters take recreational combat into the extreme zone of skin-ripping, blood boiling, bone-crushing physical trauma. Also sponsors, viewers, etc.

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\*\*Expose: Aberrants Fugitives, murderers, or unsung heroes? The nascent Aberrants organization and its fight against Aeon's Project Utopia.

\*\*S9.50\*\*

# **All Flesh Must Be Eaten**

ALL FLESH MUST BE EATEN RPG The zombie survival horror roleplaying game. Has eleven different walking dead settings allowing customization of the storyline. A comprehensive zombie creation system surprise and alarm players. Detailed character creation rules for Norms, Survivors and the Inspired. The Unisystem rules mechanics. And a list of equipment crucial to surviving a world of shambling horrors. Hardcover. 344,95

# **Alternity**

#### INTRODUCTION

Incident at Exile Fast-play Game The perfect, cheap intro to Alternity. This 48 page book has everything needed to explore this wonderful and terrifying future in a self-contained roleplaying game. The rules are a shorthand version of the full game, and there is also a full adventure. \$8.95 Alternity Adventure Game The Adventure Begins Now This introductory boxed set introduces new players into an exciting sei-ful universe where they control the action, a place full of adventure, wonder and terror. Has all the rules required to begin playing, also an adventure book full of scenarios, pregenerated heroes to begin playing fast: GM screen and dice. \$17.95

#### CORE RULES

ALTERNITY Player's Handbook By TSR, this full color book,

written especially for players, features a fast-play introduction that allows you to start playing quickly, guidelines for creating science fiction heroes, and rules for combat, challenges, encounters, aliens, mutations, psiconics, and future equipment. Tons of full color & B&W art. Looks good - TSR finally made a worthy entrance into the Sci-Fi genre. 254 pages.

\$53.95

ALTERNITY Gamemaster Guide This full color volume with 256 pages and hardback cover has everything needed to moderate the Alternity game, including rules for creating characters, adventures and campaigns for any sci-fi setting; a Fast Play chapter that teaches the basics of moderating the game and provides a starting adventure; starships construction rules and a tactical space combat system; star system design rules, thirty aliens and creatures; how to designs aliens & alien artifacts, etc.

#### **ACCESSORIES**

Alternity Campaign Kit Features a four panel GM Screen and 32 pages of record-keeping aids, including supporting cast forms, character sheets, here roster, ship diagrams, and ship logs.

S21.95

Alternity Dataware This handbook provides expanded rules, game stats and descriptions for using or designing futuristic computers, robots, and other types of artificial intelligence. A comprehensive section on the cyber-reality of ridspace details hacking, netrunning, & virtual reality. Can be used with Star Drive.

S30.50

Drive.

Sauch Sauc

Mindwalking: A Guide to Psionics Expands upon the psionics rules from the Player's Handbook, adding new skills and powers. Can be used with Star Drive and Dark Matter. 25 new careers, new artifacts, equipment.

#### STAR DRIVE

STAR DRIVE CAMPAIGN SETTING The first campaign setting for Alternity. This hard cover book features stunning cover art and 256 full color pages, packed with illustrations, star maps, maps of cities, deck plans, etc. It is the dawn of the 26th Century, a time where humankind, after centuries of warfare, stands on the threshold of greatness or the brink of destruction. One entire colony in the Verge was destroyed in a matter of hours, with no survivors. Who or what was responsible? The event is called The Silence. Includes history, all aspects of 2501AD human society, from medicine, religion, cybertechnology to the Grid and robotics; 13 stellar nations; the Verge, etc. \$53.95

#### **Star Drive Campaign Supplements**

Alien Compendium: Creatures on the Verge Inside this 128 page full color volume are more than 60 detailed descriptions of aliens that live in and around the planets of the verge. Creatures range from cystaline lifeforms

Alien Compendium II: The Exploration of 2503

companisms, artificially evolved denizers, aliens from Zero Point, etc.

335.95

Alternity Arms & Equipment Guide From protective gear to weapons of mass destruction, from merchant equipment to VergeTech to MegaCorps and Personal Security. More than 100 items are detailed, with descriptions, game stats, & illustrations.

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Klick Clack A Klick base has been discovered, and now the Concord takes the war to the enemy. This adventure allows the players to assault a Klick base and get inside a Klick attack ship.

Outbound: An Explorer's Guide For scouts and heroes who dare to venture into the unknown reaches of the Verge. Has three detailed star systems to explore, info on the Concord Survey Service, new equipment and careers, exploratory adventures, new alien species.

Planet of Darkness The planet Lison is cloaked under a veil of darkness, while its inhabitants mine precious metals. A discovery is made of something

Planet of Darkness The planet Lison is cloaked under a veil of darkness, while its inhabitants mine precious metals. A discovery is made of something which could change the balance of power in the Oberon system for ever, amidst endless machinations between stellar nations and megacorps. \$24.95
Star Compendium: Systems of the Verge An updated map of the Verge. Over-new of the state of the region. How the Verge colonies relate to each other. An indepth look at six systems including settled worlds, lost colonies, fledgling outposts and virgin territory. In full color. \$3.95
System Guide to Aegis Aegis System is the heart of the Verge. Reveals info about the entire star system, from the mysterious origins of the water-planet of Bluefall, the secrets of the Deepfallen to the gas giant Rederown, and an adventure involving the Regency & Thuldan Empire. With map.

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The Lighthouse Lighthouse is a starfaring outpost that roams the Verge

adventure involving the Regency & Inutual Employment that roams the Verge The Lighthouse Lighthouse is a starfaring outpost that roams the Verge and provides a starting point for adventure. Included are maps, ready to use \$24.95

supporting ast members, etc.

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The Last Warhulk The first full length adventure for the Star Drive setting. A relief from the last galactic war is discovered. This ancient warship continues to fight, although the conflict ended decades ago, threatening millions of lives. Can you disable the ship or convince the Alt o quite the war? \$24.95

Threats from Beyond A collection of adventure hooks, news reports, interviews and other data that uncover a massive galactic conspiries. Plus interviews and other data that uncover a massive galactic conspiracy, plus evidence on the emerging alien menace known as the Externals. These creatures have began an invasion that could wipe out humanity. \$33.95

#### STAR DRIVE NOVELS

#### The Harbinger Trilogy

1. Starrise at Corrivale Great reading – I read all 370+ pages in three days! Gabriel Connor is a Concord marine with great opportunities before him, until he is made the scapegoat of a political disaster. But as he finds himself up against the governments of two planets in the Verge, Voidcorp, and Concord friends-became-enemies, he finds Concord has not finished with him yet. While trying simply to survive, he stumbles across part of the mystery about The Silence, but he doesn't like what he finds...nor will you!

2. Storrn at Eldala Gabriel Connor and his final friend Enda continue to carve out a living amongst the worlds of the Verge, accepting a contract to survey a new world. But old enemies hunt them retentlessly, and they stumble across alien artifacts/nins millions of years old.

3. Nightfall at Algemron An alien menace looms on the outer reaches of known space while vying factions grasp for control within the settled systems Gabriel goes to a system with ruins of a forgotten civilization.

510.95

#### Miscellaneous Star Drive Novels

- On the Verge War erupts on Arist, a frozen world in the borders of known space. Lieutenant Damion Witzko and the Concord Marines charge in to prevent the conflict from escalating offworld, but soon discover that an even darker threat avaits them.
- 2. Starfall A collection of short stories set in the Star Drive setting, written by such leading science fiction authors as Michael A. Stackpole, Diane Duane, \$10.95
- Robert Silverberg, etc. \$10.95
  3. Zero Point Peter Sokolov, a bounty hunter and cybernetic killer for hine, apprehends his target, a Japanese woman. But they encounter a derelict alien spacecraft and learn that the only way they can survive is to trust each other. This

really is a great novel, you can't put it down. More twists than a braid! \$10.95 4. Two of Minds In the underground hell of the planet Oberon, life in a street gang doesn't offer many possibilities. That is, until Kai robs the wrong man and finds himself in the middle of a power struggle. Due July. \$12.50

#### DARK MATTER

DARK MATTER CAMPAIGN SETTING In the modem world, not everything is as it appears. Paranormal occurrences and occult activities are becoming everyday happenings. These events are quickly hidden from public view by various world governments and other organizations. Doorways to other worlds are opening, and it's up to the heroes of the Hoffmann Institute to determine friend from foe, good from evil, and conspiracy from happenstance. Already the entire world is threatened by far reaching conspiracies. \$3.95

The Killing Jar Stand alone adventure. A case of grand theft auto quickly escalates into a more serious investigation, leading the heroes to a sinister forensics lab, a forgotten burial mound, and a conspiracy. \$24.95

Dark Matter Arms & Equipment Guide Based on real-world, modern day technology, with dozens of new guns and hundreds of gadgets, tools, and useful devices that are usable in any modern day RPG. \$33.95

#### **Dark Matter Novels**

1. In Hollow Houses An unspeakable evil stirs beneath the nation's capital, the gateway to a world of terror few have seen. Due August. \$12.50

#### **Alternity StarCraft**

Alternity StarCraft Adventure Game Based on the popular computer game by Blizzard Entertainment. Brings the Zerg, Protoss and Terran characters, creatures and vehicles to the Alternity roleplaying system July. \$35.95

# Ars Magica: 4th Ed

ARS MAGICA 4th Ed The new edition of Ars Magica by Atlas Games. This is the world of Mythic Europe. It is a place where the glories of the Classical world are dust and the promise of the Renaissance is yet to come. The time is the 13th century, 1220 to be exact. Life is a struggle: wars and plagues stalk the land, the church and kings rule with an iron first. Yet Mythic Europe is also a place of magical wonder, inhabited by all the creatures of folkale and myth. What the folk of the land believe holds true: facries and rural spirits must be placated; demons corrupt everything they touch, divine power is accessible through prayer; and magic is everywhere. You will play a magus, a member of the mystical Order of Hermes.

A Medieval Tapestry Within these pages lies the wealth of Mythic Europe - its colorful inhabitants, This collection describes more than fifty characters in detail. It includes backgrounds, adventure seeds, relevant historical and saga information, complete statistics, etc.

Festival of the Damned Two classic adventures fully revised. The Ghoul of St. Lazare begins with the discovery of a mutilated corpse. Festival of the Damned sees the forces of Hell back in St. Lazare.

Hedge Magic Features 4 non-Hermetic magical traditions of Mythic Europe. The Cunning folk live close to the land. Natural Magicians study the classical works of antiquity, uncarthing new secrets. Spirit Masters call magical beings of diverse sorts. Ascetics are able to take their minds and bodies beyond the mundane limits of the world.

Heirs to Merlin: the Stonehenge Tribunal Details England and Wales. From tales of King Arthur to the death of Thomas Becket: the order of Hermes, the druids stone circles. For players and games masters.

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Kabbalah: Mythic Lurope's Nobility Detailed picture of the mobel life by defining what a noble is, what various ranks and titles mean, a new system for monetary record-keeping, resolving legal conflicts.

system for monetary record-keeping, resolving legal conflicts.

249.95

Parma Fabula Contains a 4 panel GM screen and a 32 page booklet, which has a storyguide that can be used in any saga, including artefacts and other noteworthy items; a fully described library: non-player characters, etc. \$25.50

Return of the Stormrider Vanquished twenty-three years ago, the tempest rises again. The Storm Steed's hoofprints scornt the earth as the Stormider lays waste to everything in his path. Includes pregenerated characters plus the adventure. Good for new players too.

The Dragon & the Bear The sourcebook of the Novgorod Tribunal, covering the eastern lands of Mythic Europe, from Poland to Russia to the steppes where the Mongol horde waits to descend upon the west. Examines slavic faerie, pagan Volkhvy priest-wizards, and Novgorodian landscape. \$44.95

The Fallen Angel When something terribly evil from beyond the moon falls to earth, the magi find themselves frighteningly powerless. The magic must discover the secret of the demon's essence and from its native substance forge a weapon to destroy it. Then of course, they must find some-one fool enough to vield it... \$22.50

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The Mythic Seas This book examines the ships that travelled the ocean waters, offering rules for their creation and maintenance. It delves into the myths and legends of the deep, plus rules for trade. Has a host of sea-beasts, mundane and magical. New spells, new books, new character archetypes. S1.50

The Wizard's Grimoire This fully revised edition features new templates for player character magi, essays that examine topics of concern to the wizardly class, rules for improving laboratories in a myriad of ways, sample magic items, 100 new spells, etc. S41.95

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of player characters. Due June.

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# Attack of the Humans

ATTACK OF THE HUMANS RPG A humorous roleplaying game set in today's society, but with one difference – there are monsters among us. Humans, united by a common cause, rise up to meet this new threat. The last time monsters were on the earth they had the advantage, as we only had sworts and knives, but this time the humans have better weapons! With 85 unique skills, 47 monsters, humorous game system, equipment, etc. \$17.95

### **Baron Munchausen**

**BARON MUNCHAUSEN The Extraordinary Adventures** BARON MUNCHAUSEN The Extraordinary Adventures of A highly irregular and amusing, complete roleplaying game in just 24 pages! By Hogshead Publishing. The whole book is written by the Baron himself, who digresses into one of his stories every other paragraph. To quote the Baron, "My game is a simple one, based upon a ritual lobserved in the tribes of the remote Amazon, which they practise while preparing food. I was able to study the ritual in some depth since! I had undergone the misfortune of being captured and was indeed the food...ah, but I am meandering again. The game is simple. The players sit around a table, preferably with a boutle of an interesting liqueur or a decent wine to moisten their throats, and each takes a turn to tell a story of an astonishing exploit or adventure. The telling of the tale is prompted by one of the others (the game has 200 ready-made story ideas) and the rest of the company may interrupt with questions and observations, as they see fit, to which the tale-left rebuts or avoids. The winner buys the others a drink, and then the game starts over again.

\$11.95

# Roleplaying Games: Big Eyes, Small Mouth - Changeling - 7

# **Big Eyes, Small Mouth**

BIG EYES, SMALL MOUTH RPG Roleplaying in the anime world. This multi-gene RPG has been inspired by the dynamic characters and stories found in Japanese animation. Comedy or horror, fantasy or science fiction. The game emphasizes roleplaying rather than numbers and charts. Additionally, character reaction can take less than ten minutes, and offers characters magic, mechs, pistols, heightened abilities, unique artifacts, etc. With amazing art, easy to follow flow charts, concise tables.

25.00

Big Robots, Cool Starships Contains the necessary mechanics to run a mecha-heavy campaign featuring the exploits of angst-ridden robot pilots, sleek combat borgs, bold starship captains, plus design rules.

529.95

Hot Rods & Gun Bunnies For running anime campaign adventures with "guys-with-cars" and "girls-with-guns". Has flexible vehicle and weapon templates, character types such as police, army, bounty hunters, drivers, pilots, hackers, Pls, thieves, hitmen, etc.

# **Blood of Heroes**

BLOOD OF HEROES RPG A superhero and villain roleplaying game. The simple yet adaptable game system is fitn and easy to learn, with a quickstart section to teach you the simple mechanics. Thred of playing Goody-Two-Shoes? Three game features new rules for playing and anti-heros. Choose from one of over 100 illustrated characters or create your own. Over 150 super powers 350 pages.

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\$36.95

# **Blue Planet**

BLUE PLANET RPG Set in the year 2199, on a water planet called Poseidon, this game is a beautiful, and credible, extrapolation of the future results of humankind's destruction of the Earth's ecological resources. Searching the universe in the year 2078AD, a probe finds a traversable wormhole that leads to the discovery and colonization of Poseidon. During the next century the colony thrives in isolation, as civilization on Earth collapses. Now the desperate and greedy people of Earth have reestablished contact with the colony, and return to exploit the valuable life-prolonging xenosilicae "Long Jong Meanwhile, in the depths of Poseidon so ceans, the natives of the world pursue their own mysterious goals. 346pp.

Access Denied With a GM Sereen, 28 new adventure hooks, a cross-referenced index, expanded character generation guide, major settlement reference data, a complete intersettlement instance chart, damage tables. 259.95

Blue Planet: Archipelago The largest and most heavily settled group of islands on the world of Poseidon. This is a frontier survival guide, with detailed maps, rich descriptions, key groups and conflicts, latest rumors, clues, plot lines, thirteen famous and infamous personalities, etc.

529.95

# **Brave New World**

BRAVE NEW WORLD RPG "Ask not what your country can do for you. Ask what your country can do TO you." That's life if you're part of the Defiance, a loosely organised band of superpowered freedom fighters that's America's last, best hope for restoring democracy to the battered country. The American dream is dead. Welcome to the American nightman: People with the powers of gods walk the earth. The thing most people are scared of is you. 224 agges with 64 in color, and a mini-comic. By PEG. Hardcover. \$\$54.95\$
Defiants Details the movements various factions and leaders, their differing goals, 6 new power packages to create new heroes with, and details the final fate of the legendary Partiot, the greatest Martyr for the Defiance. \$\$36.95\$
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# **Bubblegum Crisis**

BUBBLEGUM CRISIS RPG Based on the hit anime video series, the Bubblegum Crisis RPG is packed with art and information never before published in English—it's everything you need to play in the vorld of 2033 AD. The AD Police were established as a special branch to deal with nots and terrorism. They now use military weapons, amored vehicles, and powered armor to protect MegaToky from the Boomers. MegaTokyo's help comes from The Knight Sabres, a mysterious team of vigilantes equipped with hardsuits and robotic motorcycles.

robotic motorcycles. \$39.95

Bubblegum Crisis: Before & After Details the events, characters and equipment from the two spin-off series from BGC: AD Police which takes place before Bubblegum Crisis, where before the Knight Sabers, only the AD Police stood between man and machine: and Bubblegum Crash, set after BGC, where admidst a sea of robots and androids, the ultimate evil is backh. \$28.05

Bubblegum Crisis EX Has a heap of stuff not in the anime series. including 3 new battlemovers, 5 new motorcycles, 7 new power suits, 7 new motoslaves, hardsuits and mods, new weapons, 24 new boomers, etc. \$25.50

# **Call of Cthulhu**

HORROR Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG! By

Call of Cthulhu Hardcover 5.6th Edition The Great Old Ones Call of Cthulhu Hardcover 5.6<sup>th</sup> Edition The Great Old Ones nield the earth acons before the rise of man. Remains of their evelopean cities can still be found on remote islands in the Pacific, buried amid the shifting sands of vast deserts, and in the frozen wastes of the polar extremes. Originally they came to this world from the stars. Now they sleep – some deep within the earth, and others beneath the sea. A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth, a real treat for senious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - it looks great. Features include 4 scenarios, The Dreamlands, forensic pathology, an entertaining historic timeline, an illustrated bestiary. This new edition is only slightly revised. No new rules.

364.95

A Cthulhu Mythos Bibliography and concordance that catalogs, one work at a time, the works of the various writers who have written about the Chulhu Mythos. More than 2,600 works cited by author.

at a time, the works of the various writers who have without seek. \$49.95 A Guide to the Cthulhu Cult Sifts through the ashes of history and discoves much of interest to the Cthulhu scholar. Shocking in its revelations, this book has been waited for by Cthulhu scholars & dreaded by cultists \$18.50 A Resection of Time A 64 page scenario book. At first, the death of successful archaeologist Kyle Woodson seemed an accident, an automobile crash turned fatal. When certain medical irregularities become apparent, the investigators end up travelling across the 1990s America until they reach ancient Mayan ruins. \$19.95

Mayan ruins.

Beyond the Mountains of Madness Over 430 impressive pages of pure adventure as you lead a new expedition into the frozen antarctic. How credible were the Miskatonic University reports of fossilised remains of ancient

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Antarctic Expedition Pack An expansion for the above. Has handouts such as a 2 panel GM screen, a cap or jacket patch, 12 pages of double sided newspaper clippings, 4 boarding passes, narrative, 2-color 16x20" map of Antarctica, and various other handouts. \$29.95

The Complete Dreamlands Fourth Edition, expanded and revised. Provides all you need to know to enter the land of dreams: a travelogue of the Dreamlands, a huge gazetteer, statistics for over 30 prominent NPCs, a bestiary of over 60 monsters, a map, two adventures, 100 pages of background information.

The Creature Companion This collection of over 100 creatures a must for any Keeper. It contains all the game statistics for each monster, as well as a travelogue of additional detail from the famed Mythos explorer Sir Hansen Poplan. Contains most of the material from Ye Booke of Monstres 1& II. 33.955

Cthulhu Live — Shades of Gray By Fantasy Flight. This is a supplement for Cthulhu Live roleplaying game. Has five pulp and noir generation of the properties o

Day of the Beast Originally published as The Fungi From Yuggoth, this revised, new edition also has 50 pages of new material including three totally new adventures. Set in 1927, the investigators must travel to four continents and the planet Celaeno.

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the planet Celaeno.

Dead Reckonings An anthology of scenarios set in mysterious New
England. Set in Arkham, Dunwich, and the small village of Martin's Beach,
these adventures span the spectrum of terror. Herein the dead walk, shadowy
cults clash with monstrous forces, and an abomination awaits rebirth into
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something worse.

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Elder Party V2K Nomination Kit The usual poster and envelope with hand-outs, etc.

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Last Rites Four new challenging horror adventures for today. The death of a professor is followed by new funerals; why do security ignore the theft of a nummy from an exhibition, suicide awakens guilt in a dying man.

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Lurker in the Lobby Video Best of the HP Lovecraft Film Festival, Vol 1. Has a collection of short films based on Lovecraft s works, including The Outsider, The Music of Erich Zann, The Necronomicon, the Hound, Chulhu wore tennis shoes, etc. Your video & TV must be able to take NTSC.

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Mortal Coils A new anthology of eight scenarios from Pagan Publishing, Inside is a diverse group of noisome terrors ranging from surreal horror to violent action, including a murdered professor, a pair of missing brothers, a man gone made in Kentucky, a strange kidnapping, etc.

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No Man's Land The setting is WWI, the Arden Forest. You are members of the famous Lost Battalion, confronted by German soldiers & something evil and inhuman that lurks beneath the forest floor.

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Nocturnum: Long Bades By Fantasy Flight. The Nocturnum campaign introduces a new alien evil to your Call of Chulhun game. This first book contains a wealth of background material on this malignant new force, as well as three complete adventures. This is a post-modern setting.

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Nocturnum: Long Grant Santana Santana of the world At the eve

Nocturnum: Hollow Winds By Fantasy Flight. Part 2. Contains an indepth examination of this inhuman threat and its apocalyptic plans. \$33.95 Nocturnum: Deep Secrets By Fantasy Flight. Part 3. The players find themselves at the brink of insanity that lingers at the end of the world. At the eve of destruction they make their way to their final destination, only to find that everything they know is wrong.

Return to Innsmouth Video A 30 minute black & white movie with live actors based on Lovecraft's Shadow Over Innsmouth story. Miskatonic graduate Robert Olmstead stumbles across the ancient, evil-shrouded town of Innsmouth. He learns the towns secret history, and discovers that the curse is already in his blood. Now he begins to transform into an immortal slave of ancient alien gods. Your video & TV must be able to take NTSC. \$29.95.

Secret's Secrets that have been allowed to fester and darken in the shadows. This Fright Night scenario pack is suitable for beginning GMs and investigators, and the adventures also by experience investigators. Handouts and maps. \$14.95.

Taint of Madness. Sourcebook discussing the recognisable forms of insanity, the historical treatment of the insane, how the mad or the incompetent are handled, and what the legal complications of being classified insane may portend.

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are hardled, and what the legal complications of being classified insane may portend.

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The Bermuda Triangle 1990s sourcebook. What secrets lie within the Devil's Friangle? Why was the Mary Celeste abandoned after it passed throught Triangle's waters? What caused the disappearance of an entire flight of Avengers in 1945? This is a guidebook to the entire Caribbean region, and has heaps of hard facts & Cthulhu ideas about the Bermuda Triangle.

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The Dreaming Stone Set in the Dreamlands, There, the investigators will travel through many realms of wonders. The Temple of Loveliness at Kiran, the Jungle of Kled, the Great Library of the Dreamlands, the desolate Forbided Lands, and the Far Side of the Moon. Will the investigators be able to halt Nyarlathotep's plan before it is too late?

The Dream Quest of Unknown Kadath Set of five comics presenting an illustrated version of H.P. Lovecraft's famous Dream cycle novella adapted and illustrated by Jason Thompson. The reader journeys with Randolph Carter through enchanted woods, perfumed jungles, haunted seas, the dreaded underworld, to the dark side of the moon, beautiful Leng, and finally to Unknown Kadath.

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setting, including map.

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presents a complete fantasy world, including an overall history, wide range of different settings, races, religion, magic, languages, currency, gazetteer, timeline, social background tables, new creatures and technology levels. \$26.95

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Abduction Card Game You've been abducted by aliens. Be the first to escape, and the others had better not get in the way. With 72 cards and easy-to-learn rules, for 2 – 4 players, 20 minutes per game, and an ever-changing ship layout makes each game unique from the last. Looks cute.

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CYBERPUNK 2nd Edition R.Talsorian Games have finally reprinted the 2nd Ed Cyberpunk roleplaying game, which has been out of print for months. (It could be another year before we see a 3rd Edition.) \$41.95 Blackhand's Street Weapons 2020 A complete compilation of statistics and information on every knife, pistol. SMG, bullet, grenade, and piece of personal artillery available in 2020. Prices, damage capabilities, availability and illustrations so you'll know whether that Boosterganger is pointing a peashooter or a hand cannon at you.

Chromebook 3/4 At last' Chromebooks 3 & 4 have been compiled and re-released in this publication. Features cyberware, tech gear & electronics, personal computers, vehicles, software, biovare, fashion, power armor, cyberpets, full body borgs, cyberdecks, etc!

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Neo Tribes In 2020s America, the Urban Sprawls that seem to stretch on forever are dwarfed by vast expanses of open country, abandoned after the collapse. Areas once choked with cities and humanity are now home only to lonely ribbons of asphalt, jackrabbits, and the Neo-tribes, nomads who have given up life under fluorescent light & eating pre-pack, in exchange for startight, freedom & a life of riding the range, living their own way.

\$19.95

Rache Bartmoss' Brainware Blowout Like Blackhands Weapons, this book gathers and presents all the software, cybermodems, and computers from all Cyberpunk books. Also stats from all the new stuff in the Nettunner Trading Card game. Tons of illustrations.

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Dark Burmors Vol 1 Two adventures. Characters must make a mystic trip to Moscow for the knowledge needed to save New Boswash. Then characters must search for a 1,000 year old wizard and his talisman. Due Marche. \$37.95

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DARK TOWN RPG Nothing is ever certain, except the end. For all time, the powers of magic, religion and science have ruled supreme over the universe. Now, this cycle is preparing to come to end, but it also marks a new beginning. It is your job as the hero of today, to survive the Neo-dark age and help rebuild the new world. Suggested for mature readers only.

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DC UNIVERSE RPG A brand new release from West End Games. Now you can join in the epic struggle of good and evil. Play as Superman or Batman, battle against the Joker or Lex Luthor. The rules are a modified D6 System, using custom made diec. The combat system allows for comic style results. Has the DC Universe Rulebook with Hero's Guide & Narrator's Guide, half of which is in fill color, a narrator's sbock, a narrator's secre, and six diec. 364.00 Metropolis Sourcebook The major locations and organizations in the city, the people who populate its streets, the villains, new and optional rules, advanced equipment creation with powered armor, & adventure. 528.00

# **Deadlands: Weird West**

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The Book of the Dead Draw back the curtain of death and reveals the screts of those who have been beyond the veil-and back. These die-hard heroes live with the curse that while they should be pushing daisies, an evil manitou has hooked into each of their souls, keeping them from rightli rest.

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# Dragonball Z

DRAGONBALL Z RPG By Mike Pondsmith at RTG. The ultimate power in the universe is seven mystical orbs called Dragonballs. Trying to grab them is the evil Prince Vegeta and his entourage of henchmen and pland estroying armies. Opposing him are a tiny band of Earth's greatest martial artists and a couple of aliens. You can play as one of the Defenders of Earth, or create your own characters with super-powered weapons. Fast, easy to learn Fuzion rules, full-on no hold barred combat, extensive background.

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# **Advanced Dungeons &** Dragons

#### **Special Announcement**

Wizards of the Coast will be releasing 3rd Edition Dungeons & Dragons later this year, at GenCon in July/August, I believe. This will replace the currently Advanced Dungeons & Dragons system. WotC will no longer offer any AD&D backlist item not on the below list after 3rd edition D&D releases. Since WotC are not releasing the 3rd Edition version of the Forgotten Realms campaign until sometime in 2001, any FR products still in the channel (i.e., already sold to distributors and retailers, or already printed and translated by licenses) will also retain value. Most of these FR products are source material which will not change drastically with 3rd edition.

WotC will still offer the following products for sale after 3rd Edition releases. These products will retain a great deal of their value until WotC can release their 3rd Edition D&D counterparts:

can release their 3rd Edition D&D counterparts:

TSR02110 Complete Fighter's Handbk
TSR02113 Complete Priest's Handbk
TSR02113 Complete Priest's Handbk
TSR02115 Complete Wizard's Handbk
TSR02115 Complete Wizard's Handbk
TSR02165 Wizard's Spell Compendium Vol. 1
TSR02165 Wizard's Spell Compendium Vol. 2
TSR02175 Wizard's Spell Compendium Vol. 3
TSR02177 Wizard's Spell Compendium Vol. 4
TSR11359 Priest's Spell Compendium Vol. 1
TSR11421 Priest's Spell Compendium Vol. 2
TSR11611 Priest's Spell Compendium Vol. 3
TSR02161 Encyclopedia Magica Vol. 1
TSR02152 Encyclopedia Magica Vol. 2
TSR02157 Encyclopedia Magica Vol. 4
TSR11320 Return to the Keep on the Borderlands
TSR01851 Encyclopedia Magica Vol. 4
TSR11320 Return to the Keep on the Borderlands
TSR11340 Pragonlance 15th Ann. Classics
TSR11413 Against the Giants: Liberation of Gooff
TSR11434 Return to White Plume Mountain
TSR01085 FR Campaign Setting
TSR09516 Faiths & Avatars
TSR09585 Demihuman Deities

#### By TSR

#### **Dungeons & Dragons Third Edition**

Dungeons & Dragons 3rd Ed Adventure Game Every game lover who wants to leam how to play the D&D 3rd Ed RPG should start with this box, which includes introductory rules, adventure material for beginning a D&D campaign, and everything needed to play - three rules booklets, clice dice bag, miniatures, character sheets, two panel screen. Dne August. S17.95

Dungeons & Dragons 3rd Ed Player's Handbook Contains complete rules for the D&D 3rd Ed roleplaying game. It is the clearest, most innovative manifestation of the game that launched an industry. Featuring a new, more versatic rules system playtested by over 600 players worldwide. New characters and more flexible character classes are easier than ever to create using the new CD-ROM character generator included free with every handbook. This hardcover book has 288 pages. Due August.

D&D 3rd Ed Player Record Sheets As characters evolve throughout the live of a campaign, these forms are the best way to organise the stats and the live of a campaign, these forms are the best way to organise the stats and facts that make each D&D character unique. 32 pages. Due August. \$17.95 Dungeons & Dragons 3rd Ed Dungeon Master Guide Contains rules and advice for running a successfully D&D game session or campaign. Also contains guidelines, tables, and charts to assist DMs in creating their own unique fantasy worlds, as well as a comprehensive list of magical items for the D&D game. Due September.

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Dungeons & Dragons 3rd Ed Dungeon Master Screen A collection of the most useful charts and tables on an 8 panel screen. Sep. 317.95

D&D 3rd Ed Monster Manual A host of dragons, ogres and other monsters that challenge the skill and luck of adventuring player characters. Assigns basic attribute scores to each monster, making it even easier for DMs to customize each encounter. Due October

33.5.95

#### **Intro to Dungeons & Dragons**

Dungeons & Dragons Game The ultimate introduction to the great D'anguer Se D'agons Game en la titue. This boxed set contains clearly written rules designed to familiarize new players to the D&D experience. Pre-generated character folders allow players to start their adventures quickly. A 32 page adventure book teaches the new DM everything he needs to know to run the game, through an exciting secarario. Also a DM Screen & six dice. Available in a little box or a big box. Contents are exactly the same.

Baldur's Gate Handbook Not only contains a hint book for the popular computer game, it also teaches the basics of the Dungcons & Dragons game. Provides hints and info about monsters, spells, magic items, all while leading players into the world of D&D. Due. hily. Volo's Guide to Baldur's Gate Find detailed information on settings used in the two computer games Baldur's Gate and Baldur's Gate II, including hints and tips for playing the latter. Connects the computer games with the Forgotten Realms roleplaying world. Due. July. \$29,95

#### **Dungeons & Dragons Fast-Play Game**

D&D Fast-Play Game: Wrath of the Minotaur Perfect for introducing new players to AD&D. Includes the D&D Fast-Play Game, an extended step-by-step tutorial for new DMs by one of the top game designers, and an exciting adventure that takes starting heroes into a terrible dungeon to face the wrath of the dreaded minotaur who resides there.

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step tutorial for new DMs by one of the top game designers, and an exciting adventure that takes starting heroes into the uncharted wilderness to face the fury of a dragonlike wyvern.

#### D&D Diablo II Adventure Game

D&D Diablo II Adventure Game One of the most popular computer games now presented with the D&D engine. This is the perfect bridge between computer and paper-based roleplaying games. This is a boxed set, which includes everything needed to play. With nules book, book of quests, monsters, five heroes, dice, and quest tiles. Due never?

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Diablo II The Monastery of the Sightless Eye Takes the heroes to the mysterious Monastery of the Sightless Eye, full of dangers and challenges from the computer game, but enhanced for roleplaying. Due never?

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#### CORE RULES

Player's Handbook Revised 2nd Ed. The AD&D 2nd Ed Players Handbook has come out in a brand-new, all color hardback format, with a fresh and exciting layout and many dozens of new illustrations - a feast for the eyes as well as the imagination! Containing the newly updated and corrected 2nd Edition rules for players, 320 full color pages.

Stay Dungeon Master Guide Revised 2nd Ed. The greatest of the AD&D gamebooks - the all new, all color AD&D 2nd Ed Dungeon Masters Guide. This printing contains the complete, updated, and fully corrected text of the earlier 2nd Ed version, but in a gorgeous new format. 240 pages.

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Complete Book of Villains Creating and handling memorable & challenging foes, by helping DMs develop each aspect of those villains, making them more real.

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S27.50

Glory of Rome Another title in this excellent series, but it too is unfortunately short, with just 96 pages of information. It is nonetheless a great start for an historic campaign setting.

Monster Mythology Campaign details on Divine Beings & abilities, Avatars, priesthoods, and the Gods of the Demihumans (Elves, Dwarves, etc), Goblinoids (Ores, Goblins, etc), Underdark races (the Drow, etc), Giants, the Seas, the Skies, Sealy Folk, Dark Folk, and the Sylvan races.

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33.95

World Builder's Guidebook Chock-full of tips, hints, tables, and memus to help you design your own fantasy campaign world compatible with any roleplaying game system, complete with a convenient pad of design forms and aids.

335.95

# 10 - Roleplaying Games: AD&D Core - Forgotten Realms

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Campaign! \$32.95
PHBR3 Complete Priest Handbook Features the basic premise of Clerics & pantheons, complete for designing new faiths, sample Priesthoods (ie: Arts, Death, Fortune, Oceans, etc), Priest kits (PC sub-classes like Barbarian, Outlaw, Prophet, Scholar, etc), role-playing personalities, plus Priestly items.

PHBR4 Complete Wizard Handbook Details the role of Schools of Magic in AD&D and how to create new Schools for campaigns, Wizard kits (PC sub-classes like Academician, Mystic, Peasant Wizard, Witch, ecb, role-playing personalities, combat for Wizards, unusual spell-casting conditions, spell research, Illusions, 42 new spells, helpful familiars, debilitating affilictions, fantastic materials, etc. 128 pages.

research, Illusions, 42 new spells, helpful familiars, debilitating afflictions, fantastic materials, etc. 128 pages.

PHBR5 Complete Psionics Handbook Covers the Psionics character class, a psionics campaign, mind-monsters, psionic combat rules, Wild Talents, plus powers for Clairsentience, Psychokinesis, Psychometabolism, Psychoportation, Telepathy, and Metapsionicsl 128 pages.

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PHBR6 Complete Dwarves Handbook 6 Dwarven Subraces, Dwarven culture & ideals, character creation, Dwarf kits (PC sub-classes for Warriors, Priests & Thieves), role-playing personalities, mining, new weapons & war machines, Dwarf Stronpholds, and campaign play.

PHBR8 Complete Elves Handbook Features Elven neaid variations, physical & mental attributes, stages of life, diet, music, society, rituals, Holy days, myths, funereal ceremonics, extra proficiencies, the Bladesong fighting style, archery modifications, arrow breakage, unusual equipment, new magic, artificial limbs, campaigns, PC sub-class kits (herbalist, bladesinger, etc), and more! 118 pages.

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# 12 - Roleplaying Games: AD&D Dragonlance

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2: Kendermore A bounty hunter charges Tas with violating the kender laws of prearranged marriage. To make him return they took his uncle prisoner. He also meets the last woolly mammoth, and a crazy alchemist who pickles one of everything, including kenders!

3: Brothers Majere Much to Raistlin's irritation, Caramon accepts a job for both of them: they must solve the mystery of a village's missing cats. The search leads to murder, a thiref who is not all that he appears, and a foe who is not what Caramon and Raistlin expect.

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4: The Oath and the Measure Sturm grows from youth to manhood in Solace, guided by his absent father's Solamic Code. Then he meets Caramon, and finds himself fighting the young warrior, much to Raistlin's delight. When Tas meets the three young men, he promptly adopts them, taking them home to Flint's house, where new friendships are born.

5: Steel and Stone Tanis, while on his way back from Qualinesti, encounters the beautiful Kitiara and rescues her. As the two travel together to Solace, apport grows, creating a special bond that is later threatened by misunderstanding and conflict.

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Lost Citadel... 33,33

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Lost Legends I

#### Lost Legends I

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and horror checks.

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to cause chaos in Ravenloft.

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containing some of the villest evils in Ravenloft, is slipping. They only hope is a strange youth.

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mysteries, to strange criticis has not considered.

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Guns, Guns, Guns Lets you design custom weapons for any roleplaying system, also detailed conversion guidelines for transfering weapons from one system to another.

system to another.

\*\*S26.95

\*\*More Guns Provides complete stats for over 500 guns and melee weapons for eight separate RPG systems, Timelords, Corps, TORG, MegaTraveller, Cyberpunk, Twilight 2000, GURPS, Hero Systems.

\*\*36.95

### **Maelstrom**

MAELSTROM RPG Before the Great Equinox there was an Empire. In the Empire all things were good. The world didn't shift around, and the shrikes were far away. There were great machines and ships that flew in the sky. The storm was tamed and the Empire brought th whole world together with obelisks and roads. But all of that is gone now. The storms tore it all apart. The setting of this game is a rich world of shifting realities, all tied together by the same storm. Home to alien cultures, Locandrain magic, guiprowder and pseudo-science, it caters to many different styles of play. From piracy on the high seas of the Outer Crescent to illegal duels at the Queen's Amphitheater, the setting touches on magic, science and the world of dreams. Game focuses on storytelling. \$45.95 Tales from the Empire A guide to the city of Diodet, a city gone mad! Ruled by a quen who's been missing for 500 years, and run by a caphir that no one has ever seen. Diodet is lost in an insular world of parlor games and denial. A city of politics, adventure, romance and intrigue. All in the shadow of a ruined empire.

cmpire.

Gray's Journal A 78 page journal/magazine with a collection of stories, adventures, realms and gadgets for the Maelstrom RPG.

Story Engine — Universal Rules Not actually for Maelstrom, but Pulbris games. Yet another generic set of roleplaying rules. Story Engine uses relative instead of linear scales, fitting everything from super heroes to high fantasy to film noir and murder msyteries. Action is resolved as whole scenes through a bidding process, players spend resources to increase chances.

\$21.95

# **Mage: Sorcerer's Crusade**

MAGE: THE SORCERER'S CRUSADE RPG Blades clash and spells blaze forth as the Council of Nine Mystick Traditions comes together to preserve the ways of Magick. Against them, a united Order of scholars, visionaries and monster-slavers struggles to illumine the world with Reason. Magick has gone mad, and a terrible Scourage punishes those who pursue its Mystinies. Hardcover book which can be played as a complete rolplaying game of Ronalssane; intrigue. As the cannons of the Technocrast blast mystic cereapits, the battle is joined in unknown lands and shadowed corridors. Is the future set? Can magick be saved? Travel from the New World to the Far East of Stanties worlds in this prequel to Mage. Contains dozens of magickal societies, mythic beasts, setting systems and lost secrets.

Artisans Handbook Details Deaclatean guilds and skills, politics among the lodges, and the theories of the reasoning arts. With High Magick machinae and devices, & systems & hints for those inventions that go awry.

Sz7.95

Bygone Bestiary Here be dragons! And unicoms and gryphons and other, darker things. Descriptions, folklore, rolpelaying hints and systems for dozens of magical and mundane creatures. Can also be used with Mage: The Ascension, Changeling and Vampire: Dark Ages.

Castles & Covenants In the Dark Fantastic age, a sorcerer's home is his castle. This is guide to strongholds, the magi who reside there, and the ins-andouts of castle life in this time period. Also allows you to design a fortress-home for your character.

Crusade Lore The essential storyteller's screen, plus a 72 page book with very more interest and the content of the property of the property in the present and incomption the could set be accessed into the

for your character.

Crusade Lore The essential storyteller's screen, plus a 72 page book with even more important rules and information that could not be crammed into the rulebook.

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even more important rules and information that could not be crammed into the nelebook.

Infernalism: the Path of Screams The Path of Screams is the ultimate descent, a rebellion against all that is holy and right. Those who choose to Fall perform blasphemous rites, master horrifying magicks, and sell their very souls to demonic tempters. For mature readers only.

Sorcerer's Crusade Companion A complete look at the cultures, customs and politics of the Dark Fantastic World. New nules for fencing and using magick in the heat of combat. A look at nations outside of Europe – take your characters to the New World and the Far East.

The Order of Reason What secrets do this order's battlements conceal? They are like a beacon in the night, but the worst of their enemies in the night may hide within the Order of Reason itself Due June.

The Swashbucklers Handbook An essential guide to surviving a different kind of war – the dance of seduction, intrigue, assassination and plainold villainy. An age of flash and flamboyance. Due July. \$32,95

# Mage: the Ascension

DARK FANTASY Third in White Wolf's immensely popular series. The players take the roll of magicians in a modern day setting. As always, the emphasis is on role play, not rule play.

MAGE: THE ASCENSION 3rd Ed This 3rd Edition is fully had the struggle continues. All

# Roleplaying Games: Marvel Super Heroes - Nightbane - 17

hardbound with a leatherette cover, gold-foil designs, slipcase, and a leatherbound book of Mage: the Ascension art.

Mage Storytellers Companion Includes a 4 panel GM Screen plus the

Beyond the Barriers: The Book of Worlds Pass through Regular to Sauntlet, wander past the Penumbra, and encounter an infinity of worlds floating just beyond consciousness. Heavens, hells, paradox realms, chantries, umbra

reflections and mysterious Zones spin in the unmapable dance of creation. Push on through the Horizon, and endless space becomes your playground. Just watch your step... \$39.95

Book of Shadows Mage players guide, including new Traditions, rotes, talismans, Abilities, merits, flaws, in-depth truths about the factions of magic & the Path of Ascension, expanded rules for magic, foci, familiars, etc. \$31.95

Destiny's Price An adults only unflinching look at the mean streets of the post modern world. It's not a pretty sight. Loaded with info, atmosphere, references, characters, and settings, and can be used with Mage, Vampire, Werewolf, Wraith, and even Changeling.

Digital Web 2.0 Cyberpunk is dead! Not so very long ago, a tragedy opened the doorway to a realm of impossibilities, a new creation where thought was power. More recently, the Virtual Adepts and their Technocratic rivals have waged a subtle war to control this Zone. Barely a year ago, a massive crash wiped the system & thrashed hundreds of Webspinners. Presents the Internet White Wolf style, new rules, rotes, gadgets, realms, plot ideas. \$29.95

Dreamspeakers Tradition Book. Formed as a compromise, shunned as throwbacks, the Dreamspeakers emerge from the mists to guide the world to an avarences of its lils - by force if necessary. From their uneasy beginnings to their resurgence in the modern era, they have walked a steady road. \$15.05

Guide to the Technocracy Hardcover guidebook. Embracing science for all mankind. One World, One Union. Has all the info needed to run a Technocracy based Chronicle, with Technocracy characters, new abilities, devices, procedures, organization. Discover how they deal with supermatural threats and what wonders they uncover. 244 pages. \$48.00

Horizon: The Stronghold of Hope 500 years ago mages created a sanctuary separate from earth - a place that floated between what was and will be. But now poisoned politics and intrigue stalk through it's halls. \$25.50

Initiates of the Art Now you can experience play as a newly Awaken

on destruction, and only a gifted girl can save it.

Masters of the Art Rules for creating Archinage characters and chronicles. Unlock the most potent power of the Spheres, beyond anything ever seen before. Discover the keys to Ascension itself. Let nothing stand in your way.

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Tales of Magick: Dark Adventure Story ideas for high adventure in the World of Darkness. Earthshaking events in the world of Mage, character templates, cool toys, classic bits, etc. 44 pages,

Technocracy Assembled: Volume 2 Combines two out of print titles, Technocracy Syndicate & Technocracy Void Engineers. June.

527.95

The Bitter Road The end of the Ascension War sees the exile of the Traditions's Masters and the destruction of the ways of magic held dear for ages. Now only disciples remain to shepherd the masses & appentities. May 532.95

The Book of Madness A bestiary for Mage, exploring the darker reaches of magic's to such, It presents the forces of Chaos itself, for players to fight and Storytellers to champion.

of magick's touch. It presents the forces of Chaos itself, for players to fight and Storytellers to champion.

The Orphan's Survival Guide The player's guide for playing an orphan, including sects such as the Hollow Ones and Bitch Queen Vannoy and her network of Awakened misfits. New powers gutter magic, rules, etc. 28,95

The Spirit Ways See what awaits in the Mirror World with new abilities, merits and flaws for shammic characters, an in-depth look at shamanic cultures across the world, a host of spirits & their realms, fetishes, rotes, etc. 279,95

Traditions Gatthered: Songs of Science Vol 1 Reprints Virtual Adepts, Sons of Ether, Order of Hermes. These vital character sourcebook define the very paths to magick and transcendence itself.

Traditions Gatthered: Songs of Science Vol 2 Reprints Verhena. Cult of Eestawy and Dreumspeakers. The Council of Nine Traditions has stood for centuries as humanity's best hope for survival and freedom. Together, the Traditions have strength, unity and power, but divided, they fall.

Sa6,95

Traditions Gatthered: Swords of Faith Vol 3 Reprints Akashic Brotherhood, Celestial Chorus, and Euthanatos.

Sorcerer A World of Darkness book. Presents systems and paths, merits and laws, for Hedge Magic and Dark Sorcery, a host of secret societies, lore and templates.

The Book of Mirrors A Storytellers Guide for Mage. Covers situation by

flaws, for Hedge Magic and Dark Sorvery, a host of secret societies, lore and templates.

The Book of Mirrors A Storytellers Guide for Mage. Covers situation to systuation storytelling, developer's FAQ, secrets of the Ascension War, sample characters; a step-by-step chronicle history, index to Mage books, rules & magicks, etc, for this world loaded with dangers and intrigue.

The Chaos Factor A cross over adventure for Mage, Werewolf, and Vampire, in which Samuel Haight, the arch enemy of all Garou and target of the Verbena, has latched onto a secret that could begin Gehena. All over the world of Darkness, mages, Kindred and Garou rush to intercept him. Some would kill him, others would aid him.

The Fragile Path A collection of stories, songs, poems, artwork, background info, conspiracies, etc. The paper is very thick and textured. \$16.95

The Sons of Ether Tradition Book From the fitinges of science and magic, the Sons of Ether carre mad wizardy and bizarre technology. By funnelling their wild theories through technomagick, the Sons blast the static truths of the Technocracy into ruin.

#### **MAGE NOVELS**

Tower of Babel Max Zom is an Inquisitor for the Theocracy - and he
was accidentally created by an author, Ron Church, who has magickal abilities.
When the two meet, both of their worlds are shattered.

#### The Horizon War Trilogy

The Road to Hell The battle for reality itself ignites as mages of all stripes vie for the fabled Horizon Realms, the dimensions juxtaposing Earth and "elsewhere. A villain from the mages past returns to claim his legacy.

The Ascension Warrior What link is there between the sudden obtaining of self-awareness and subsequent disappearance of the AW clone, and a mysterious figure arising, a being of incredible, inhuman power. Can he resolve the Horizon War?

The War in Heaven The mages of the Nine Traditions and their swom enemies, the Technocracy, find themselves under attack by the Ascension Warrior. Two horizon realms have already been obliterated.

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# **Marvel Super Heroes**

SUPER HEROES The famous super heroes from the Marvel Comics series. By TSR.

MARVEL SUPER HEROES Adventure Game The Marvel comic universe comes alive in a new adventure game. Now you can play Spider-Man, Wolverine, Iron Man, and others as you dive into the avesome action and madcap mayhem that make Marvel comics number one. Play your favorite heroes or create new ones. Includes basic rules with advanced options, an introductory adventure, a narrator's guide, catalog of superpovers, a roster of Super Heroes and Super-Villains with official game stats, and a Mighty Marvel Fate Deck for resolving all the action!

Avengers Roster Book Features all the info you need to incorporate the Avengers, their friends, and their foes into your adventures. Includes heroes from Marvel Super Dice. Overviews the Avengers' history, equipment, etc. \$32.95

Fantastic Voyages Journey from the depths of the ocean to the farthests reaches of space with the Fantastic Four. The adventures include Dr Doom,

work in the Marvel universe in an entertaining and visual fashion. Includes optional rules and full color section.

331:30

X-Men: Who Goes There An anthology of adventures, presenting a grand saga of deadly danger and doom for the Marvel universe, engineered by the sinister Brood.

### Mechwarrior

SCI-FI Powerful stellar empires fight a savage galactic war for technology, production facilities, and water resources. For further titles see BATTLETECH under Science Fiction Boardgames. By FASA.

MECHWARRIOR 3rd Ed. Get out of the cockpit and into the adventure with the all new, updated Mechwarrior RPC, the complete roleplaying game of the Battle Tech universe. Players take on roles such as spies, fighter pilots, smugglers, and mechwarriors. Revised with a completely new game system, featuring fast play rules, a unique character creation system that generates game abilities & background story together, and colorful fiction. 346
1st Somerset Strikers The TV animated series. The series features Adam Steiner, leading a ragtag grup of merse called the 1st Somerset Strikers against Clan Jade Falcon, who conquered his home world. All 14 episodes are detailed, and the book is full of color art.

Jade Falcon Sourcebook Describes the history and military organisation of the Jade Falcons - bane of House Steiner. Includes rosters of the Inner Sphere invasion forces, and their unique Mechs.

Living Legends An unknown WarShip's sudden appearance deep in the Clan Occupation Zone may jeopardise a spying mission vital to the Inner Sphere. The PCs must investigate the mysterious arrivals to determine whether they are friends or deadly new foes - while staying one step ahead of the Clans.

Mechwarrior's Guide to Solaris VII A unique companion to Mechwarrior 3rd Edition. Provides you with all the material you need to launch your own Solaris campaigns. Has three new Mechwarrior affiliations, Comstar, Word of Blake and the Chaos March, as well as six additional Life Paths, nales for integrating mech combat into roleplaying games, background into. \$32.58

Royalty & Rogues Recent raids by Periphery pirates have devastated the planet Bryceland, and the world's nuler seems powerless to stop these marauders. Recardl and drinous, Bryceland's citizens talk of revolution, while forces behind the scenes plot a military coup. Only one woman can keep Bryceland from civil war- Samantha Davion-Harland, but she's been abducted by the pirates. Its up to you mercs to find and bring head.

#### **MECHWARRIOR NOVELS**

#### Warrior Trilogy

Warrior: En Garde At last, the magnificent trilogy by Michael Stackpole is being reprinted. The betrothal of the Archon-Designate Melissa Steiner to Prince Hause Davion of the Federated Suns, sparks off the Fourth Succession War. Things become even more complicated when Melissa Steiner is \$12.00

hijacked.

2. Warrior: Riposte Maximilian Liao's plan threatens to rip the Federated Suns asunder. He has joined with Duke Michael Hasek-Davion and Justin Xiang, a former Davion officer. And interstellar legend Yorinaga Kurita has returned to stake his claim as the most bloodthirsty warrior of all.

3. Warrior: Coupe The minions of Liao is about to cripple the Federated Suns, assassins stalk Melissa and Katrina Steiner, and the Kell Hounds play search and destroy with the most fearsome Kuritan unit ever formed.

512.95

#### Return of Kerensky Trilogy

1. Lethal Heritage Its back! The first novel in the Blood of Kerensky Thlogy. It is 3050 and an unknown military force of awesome technological power suddenly invades the Innersphere - the Clans! Nothing the Innersphere has can stop the Clans awesome medis and Elemental inflanty. But what is the purpose of the Clan invasion, and why do the Clans bid against rival factions before each battle. By Stackpole.

2. Blood Legacy The Clan invaders have declared an assault on the Draconic Combine. Hanse Davion is handed an opportunity - will he had advantage of the situation to destroy his enemy, or will he help his enemy against this new threat? And what is Comstar up to by helping the Clans? \$11.95

3. Lost Destiny The Innersphere is a wreck. Heirs are missing or dead. Realms are overnun. The Clans are closing in on their prime objective - Terra itself. Now the Innersphere's only hope lies with the very men who betrayed them - Comstar.

#### Miscellaneous Titles

Miscellaneous Titles

1. Decision at Thunder Rift 1st BattleTech novel. Grayson Carlyle finds his life destroyed when bandits attack his world and massacre the garrison. Now all he needs to begin his revenge is a mech - but how?

2. Wolves on the Border Set in the 3020s, Minobu Tetsuhara, a Kuritan Mechwarrior, saves the life of Jamie Wolf of Wolfs Dragoons from an ignoble death, creating a powerful bond between them. But a Warlord's hattred sets them against each other in a ferocious Mech battle on a miserable ice world.

39.50

3. Heir to the Dragon Set in the 3020s, this is a reprint of an old title. It is time for Theodore Kurita to consider to taking upon himself the mante of leader for the Dragonis Combine, but matters become desperate when Hanse Davion invades the Combine, intent on conquest.

4. Ideal War Thomas Marik has conceived of a plan to elevate the position of mechwarriors and keep devastating technological weapons on the back burner but his plan is threatened by a vicious war on Gibson.

5. Main Event Jeremiah Rose wants revenge against the Clans & wants to start a new mere unif for that purpose. His own people reject him, so he goes to Solaris VII, needing money, mechs, & mechwarriors. Providing he can pull this off, he then wants to take on the Jade Falcons.

6. Assumption of Risk By Michael Stackpole. Arguably the best Battle Tech novel written to date - this novel will set your mind spinning. As Kai Allard-Liao fences with his uncle Tormano Liao, we not only discover the horrifying truth behind Katrian Steiner's murder, but events almost lead to war, and the machinations of Davion/Steiner politics are gripping.

7. The Far Country A Kurita jumpship makes a misjump and arrives near an uncharted planet. The ship falling apart, the 8 Kuritan strike team members, mech mercs, and ship's crew all flee to the planet, where they find another ships made a similar misjump 300 years ago. They spend most of the novel fighting amongst themselves, & then against the earlier people. The heroes of the book

of famous Highlander warriors, Jaffray is the perfect instrument to exact Sun-Tzu's revenge. But Prince Victor Davion is not going to sit back and watch.\$9.50.

12. Star Lord A self-appointed Star Lord launches a series of raids that threaten and terrorise the universe with an army disguised as Knights of the Inner Sphere. Thomas Marik employs an unlikely company of mechwarriors and shows the Star Lord that two can play at impersonation.

13. Malicious Intent Vlad Ward uses secret information to re-establish the Wolves as a fearance Clar while the Jade Falcons embark on an ambitious campaign driving deep into Katrina Steiner's Lyran Alliance. Katrina must turn to Victor for help, but that won't stop her from trying to do him il By Michael \$9.95

A Stackpole.

14. Hearts of Chaos The fanatical Black Dragon Society want to conquer the planet Towne, and Chandrasekhar Kurita sells Cassie Suthorn and Camacho's Caballeros to resist the invasion. But everyone thinks they are the \$9.95

Canacho's Caballeros to resist the invasion. But everyone thinks they are the invaders!

15. Black Dragon The Black Dragon society is tired of fiddling around, and plan to kill Theodore Kurita. But Cassic Suthorn and her indefatigable Caballeros could be the only unit with enough guns and grit to save the Draconis Combine from these extremists.

11.95

16. Double-Blind The Magistracy of Canopus has been the target of aggression by the Marian Hegemony, and Marcus GioAvanti and his Avanti's Angels are hired to protect them. But soon they have to face the real force behind the hostilities - the religious order of lunatics called the World of Blake. \$13.95

17. Binding Force Aris Sung, a warnor of the noble House Hiritsu of the Capellan Confederation, is chosen to break the newborn Sama Supremacy and bring the worlds back into the fold. But Aris finds he must beat the odds in a nece against time and treachery, or House Hiritsu will be destroyed.

18. Impetus of War The Northwind Highlanders are hirde by the Draconis Combine to take on a mission unlike any before - to strike into the Deep Periphery to crush one of the Smoke Jaguara's supply centers on a distant world called Wayside V. But a nasty surprise is waiting...

19. Illusions of Victory Ali is not well on Solaris VII, the gameworld where entertainment is king, money is power, & mechavariors from every corner of the Inner Sphere come to make war against each other. Anne.

210.95

20. Measure of a Hero Colonel Blucher is ordered by the Archon to quash a Davion uprising on Thorin, but when his forces go to far, a local hero of the Clan Wars arises to lead a rebel army against him. Due July.

TWILIGHT OF THE CLANS SERIES

1. Exodus Road Star Captain Trent of Clan Smoke Jaguar is a warrior born, a steadfast believer in the way of the Clans - until unsavory political intrigue leads him to wonder just how far his Clan has fallen from those ideals. From a captured Com Guard tech he learns of a possible life of honor in the linner Sphere, but can he escape?

2. Grave Covenant As the truce of Tykayyid nears its end, the lords of the Successor States embark on a radical scheme to stave off galactic war - creating a new Star League Definence Force to destroy a powerful invading Clan. But backbiting and in-fighting may destroy this bold plan in its infancy.

3. The Hunters "Carry the fight to the Clans" has become the rallying cry for the armies of the Successor States. Now, as they launch their offensive against the Clan Occupation Zone, a task force is drawn from across the Inner Sphere and heads down the Evodus Road to the very Clan homeworlds. \$10.95

4. Freebirth On his Khan's orders, mechwarior Horse of Clan Jade Falcon ravels to Clan Smoke Jaguar's home world to investigate a Falcon secret scientific station. But what secret experiments are being done that could be the greatest military operation since the liberation of Terra in 2271 - the target is the Smoke Jaguar homeworld. But with an assassin loose in her forces, General Ariana Winston will have to drawn on all her skill to reduce the Jaguar's planet to ruins with sworl and fire.

6. Shadows of War Task Force Serpent descends upon Huntress intent on clestroying Clan Smoke Jaguar. But the Jaguars are more cunning that ever suspected, and then from the shadows enters a new threat - the greatest danger to humanity's future, and the war to end all wars is ignited.

7. Prince of Havoc Prince Victor braves the unknown and travels to Strana Mechty, the heart of Clan territory. There, with elite units from the Innersphere, he must ty to destroy the Crusader cause amidst the Clan factions. The Clans accept his challenge. But Victor braves the unknown and

#### The Capellan Solution Trilogy

# Mechwarrior Novels (inspired by the computer game)

Chost of Winter Ideal for new readers. Sturm Kintaro is a green mechwarrior, eager to begin his career. But pirates raid his planet of Kore and he soon finds himself stranded with no mech, no hope, no help—until he stumbles upon a long-hidden secret, with which he can strike back at the invaders. \$10.95

 Roar of Honor The bloodthirsty Dirk Radick of Clan Wolf launches an assault upon the valuable planet Toffen which is defended by inexperienced Ghost Bears lead by Angela Bekker. To win may require too high a price. \$10.95

 By Blood Betrayed Harley Rassor's brother joined mere corps Able's Aces, and died soon after. Now Harley's father has sent him to join the corps, in order to learn what happened to his brother. He finds a corrupt decaying mere unit, which is soon plunged into a losing battle with pirates.

 10.95

# Murphy's World

MURPHY'S WORLD RPG An RPG designed to give the GM as much fun as the players, because on this world, anything which can go wrong will go wrong, and at the worst possible moment. The humor is very light hearted and in the vein of Hitchhikers Guide to the Galaxy. This 152 page book presents a fully developed world where reality plays no part. Characters from any other RPG can be slotted in successfully. Includes lots of races and cultures, a ridiculous magic system, lots of nifty tables to generate silly places, things, creatures & people. Also has a stupid adventure.

Sto.95

Bob: Lord of Evil The Dark Lands, ruled by Bob, Lord of Evil, are a silly place where you can play light-hearted adventures with a techno-fantasy-horror therme. A complete game system, which also lets you use any character from any other RPG, or from Murphy's world. So join Murphy in exploring these twilight lands, fraught with new discoveries and the good of Murphy's Law.

Sto.95

# **Nightbane**

Horror Yet another "I woke up one day and I was no longer human!" game. The name has been changed from Nightspawn to Nightbane to avoid a legal battle. By Palladium.

NIGHTBANE RPG A dark fantasy game set in a world beset by inhuman creatures that threaten humankind. Ironically, some of these creatures the Nightbane - have become the defenders of the world. Feared and despised by

# 18 - Roleplaying Games: Nobilis - RIFTS

most normal humans, the Nightbane struggle to survive and fight the true monsters who have taken over the world. In this game, the monsters have quietly seized control of the government, police, and military. The average person is unaware that they are little more than cattle to these evil entities. The Nightbane grew up as normal humans, until the fateful Dark Day when their alien natures were revealed. Most of them are teenagers & young adults who now have to deal with the fate that they are physically repulsive & own many superpowers. They also must face the Nightdords.

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with the fact that they are physically repulsive & own many superpowers. They World Book One: Between the Shadows Explores three mysterious worlds. The first is a world of espionage, spies, duplicity and secrets of the Spook Squad: the Astral Plane is far more mysterious and alive; and the Dreamstream, which is far more than the stuff of nightmans. \$26.95\$
World Book Two: Nightlands Takes the players into the strange and wondrous Nightlands dimension, a twisted mirror image of our reality and home of the Nightlords, the inhabitants of the Lands of Night, Also has lost attefacts, new Nightlands talents and morphus, plus campaign and adventure ideas. \$31.50\$
World Book 3: Through the Glass Darkly A book that will surprise a lot of people with its truly unique and twisted approach to magic, magic users and horror adventure. With 50 new spells, strange magically mysterious locations, three adventures, etc. What lies beyond the Mirrorwalf? Could the Guardians and Lightbringers have a hidden agenda? Are the ya light or dark force?

# **Nobilis**

NOBILIS RPG A very different kind of roleplaying game, in which direct physical or magical confrontation is rare. (No dice used in the game either!) Other methods are used other than violence to remove enemies. Players are the Nobilis, humans possessed by an immortal fragment of an Imperator's soul, with the power to tear down a nation or earn its worship. Imperators are the true gods, the banished angels, the great lords of dark and light. Set between the worlds of Chrysanthemum and Ash, whose roots trail into hell. Hardcover. \$49.95

# Obsidian

OBSIDIAN RPG The Age of Judgement Be warned, this horror OBSIDIAIN RTG The Age of Judgenters be wanted una not properly and properly and properly and a desperate humanity wages war agains the manifested legions of hell itself. In the final battle, the last vestiges o mankind construct a vast fortified city to hold the daemonic hordes at bay within this city, massive corporations vie for power, daemonic kults consum thousands, and technology has surpassed the limits of the flesh.

\$49.99.

# **Over the Edge**

OVER THE EDGE 2nd Ed RPG A game which pits the player characters against all manner of decadent, evil, twisted, mind-boggling, blood-curdling, soul-ending, ego-shattering, world-turning experience. The Game Moderator is called upon to evoke an atmospher of surreal danger. The players are called on to deal with this danger to body and soul, to thrive and accomplish their own goals in spite of it. The setting of the game is the mysterious Mediterranean island of Al Amarja, a place where anything can happen: secret invasions from outer space and other dimensions, global conspiracies, secret races, psychic powers, fringe technology, and more. 240 pages.

# Of Gods and Men

OF GODS AND MEN RPG A war between the gods resulted in them abandonning the world, and the elves and dwarves also departed at that time, noone knows where they went. The survivors developed magic and technology, but strayed into the darker arts, and soon became in bondage to dark beings. But great Unicoms lead a revolt of the animal kingdom against the demons, and overcame them. But the human kingdoms then entered into endless war, and the Outland colonies still sought the dark arts. Then suddenly new gods arrived rods who walk among the world like men, unknown, except for when they use their immense powers. 328 pages and 54 Divine Power cards.

Cults & Conspiracies It is the dawn of the sixth century since the gods left mankind to fend for itself. Now the realm is on the brink of war and perhaps its ultimate destruction. Sitve to become a part of one of many ancient and arcane organisations which struggle with each other for domination.

516.95

Of Gods & Men GM Screen Standard GM Screen plsu 18 new Divine Power cards and an adventure.

# Palladium

FANTASY Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy but lack the motivation to read a plethora of rulebooks! By

PALLADIUM FANTASY RPG 2nd Ed Dramatically revised and updated 2nd Ed of Palladium RPG. This is a bold and dangerous world of high fantasy. A world of magic and conflict. A world dominated by human civilisation built on the bones of non-humans who reigned before them. A world of unparalleled heroic adventure filled with magic, inhuman creatures and intrigue. Players can be an unique creature such as a changeling, wolfen, bearman. PCs include ogres, trolls, dwarves, humans, etc. Combat is fast & 2847.50

beaman, PCs include ogres, trolls, dwarves, humans, etc. Combat is fast & realistic.

Adventure on the High Seas 2nd Ed 224 pages featuring 24 character sheets, new character classes such as pirate, a dozen different ports, cities, towns and forts, adventures and adventure ideas, more world information and history; sailing ships and ship to ship combat.

Baalgor Wastelands An epic adventure sourcebook, detailing these notorious wastelands, examining the notable tribes, clans, key leaders, cities, an account of the terrible Elf-Dwarf War, info on the Baalizad, Quorians, Gromek, True Giants, monsters such as the Earthshaker, etc. 216 pages.

Sa8.95

Dragons & Gods Includes 14 dragons including the Hydra, Fire Dragon, Thunder Lizard, Cockatrice, Lo-Dox, Ultucan, etc. dragon hatchlings, adults and ancients, their society, powers and weaknesses; weapons and magic items made front dragons; over 40 gods complete with minions, magical weapons and artefacts, history, legends and worshipers, over 20 demonic lords, elementals and spirits of light; rune weapons, dragon slayer swords, etc.

Monsters & Animals 2nd Ed Detaits over 120 different monsters and creatures of magic, including giants, faerie folk, entities, sea serpents, ratlings, sphinxes, etc. many of which are optional player races. The animals section has ever 200 animals. There are world maps for every creature, ideas for adventures, GM tips, etc.

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over 200 animals. There are world maps for every creature, reasons over 200 animals. There are world maps for every creature, reasons of Mount Nimro, Kindgom of Giants The domain of the giants – Jotan, Nimro, Gigantes, Cyclops, Gromek, Trolls, etc. These clans and tribes are unifying into one nation, a fact which scare all of their human, elf and dwarf neighbours, even the Western Empire.

Old Ones 2nd Ed The Old Ones existed long before the dawn of man, and they rule the Palladium World for untold millenniums. This book describes the kingdom of Timiro from the campaign world Includes details and maps on eight cities, 25 towns, 22 forts and various adventures, 224 pages with two new character classes.

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The Island on the Edge of the World An adventure-sourcebook that

takes place beyond the mountains of the Old Kingdom. Introduces crystal magic rules & spells, plus a vile mega-villain!

Western Empire An indepth look at the nefarious "Empire of Sin". The young bold Emperor Itomas, the Empires hierarchy, key nobles, cities and provinces, habits, allies, political intrigue, and wars. 200 pages. \$38.95

Yin-Sloth Jungles 12 new occupational character classes and race including the beastmaster, holy crusader, witch hunter, bounty hunter, tezzat shaman, fire sprite, lizard men, headhunters, etc. 28 new skills, weapon notes, tarpas and poisons, the Great Fire Bog, Orcish Empire, more of the Palladium world's history. 25 maps, etc. 160 pages.

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FANTASY An excellent and roleplaying game set before & during King Arthur's reign - players become Christian knights eager to prove their chivalry & courage, and sire a son! By Chaosium.

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Arthur: The Bear of Britain Fiction. Celtic Britain in the fifth century is a land of art, song and wily princes. After Uther Pendragon dies, the princes nurse their own ambitions. But Arthur, Uther's son, believes Britain needs to be unified to resist the circling fees. This is the story of the twelve great battles that Arthur fights, of the fall of London and the Saxons, and finally, Camlann. \$27.95 The Arthurian Companion Earter the world of Arthur, King of all Britain and master of a thousand knights. Explore the beauty and splendor of the legendary world of Camelot and the Round Table. Written in a warm and entertaining style, contains over 1,000 entries, cross-referenced and annotated. An alphabetical guide to the Arthurian legend and literature.

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from outsiders, whom they roam and rea.

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The Boy King 2nd Ed Adventure with young Arthur in his quest to claim the kingship of Britain. This 80-year campaign lets you battle enemy lords, defend the realm against savage invaders, clear the land of awesome monsters, and find glory doing so.

Land of the Giants Explore the lands of Scandinavia in the time of Beovulf and King Arthur, While Arthur sat upon the throne in Britain, Beovulf and Grendel engaged in an epic struggle. Allows you to play Scandinavian characters or visit the country. Includes an adventure featuring Beovulf, and a \$33.95

map.

Pagan Shores A 126 page sourcebook detailing the land of Ireland in the time of King Arthur, a land full of tattooed pagans, power wielding druids, etc. Covers Irish character generation, Irish customs, an atlas of Irish Kingdoms, Laws of Property, the family, etc.

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Perrival & the Presence of God This is the first paperback edition of this classic Arthurian novel, focusing on young Perrival's quest for King Arthur and the Holy Grail. The core of the book is the traditional tale of Sir Pervival, first told in twelfth-entury France, retold here by Jim Hunter.

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Puppetland A 24 page roleplaying/storytelling gamette in the style of Baron Munchausen, by Hogshead Publishing. The Puppet Maker withdrew himself and all of his puppets to Maker's land, where no terrible humans could hurt them again. But then Punch the puppet murdered the Maker and became the Maker-Killer, and he clothed his six hench-puppets with the Maker's flesh. These seven puppets now terrorise all the others. This game is a mixture of children's storybooks and horror – not for the faint hearted.

### Recon

Deluxe Revised RECON RPG Set in a fictional world that parallels The that of 20th Century Earth and focuses on the realistic and military combat of the Victnam era. Hard hitting military action, guerilla warfare and treachery, gritty and realistic, Also weapons, vehicles, maps, adventures, miniature rules. \$38.95

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### **Rifts**

SCIENCE-FANTASY Earth has been transformed - super science rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age. By Palladium.

RIFTS RPG The world we know is gone. Nothing is as it should be. Earth has been transformed into a dimensional nexus. Rifts in space and time link Earth countless alien worlds and dimensions. High technology co-exists with magic and the finatasic. Giant robots and power armor warniors battle supernatural monstrosities. Unspeakable horrors slither through the Rifts with an eye for conquest, or to use Earth as a bridge to the infinite Megaverse. Somehow, humankind has managed to survive, many augmenting their frail bodies with bionics, power armor, brain implants, chemicals, magic, and alien sciences. Featuring magnificent artwork, and 256 pages.

RIFTS Game Shields & Adventures Contains two six panel GM screens for quick reference, a 60 page adventure sourcebook, 9 Rifts character sheets, 2 complete adventures, 18 adventures with the state of the state

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Rifts Sourcebook 4 - Coalition Navy Takes an indepth look at the Coalition Navy, the largest naval force in the Americas, located in Lone Star/Texas and which can be found up and down the Mississippi River, the Great Lakes and the Gulf of Mexico. Includes pirates and privateers, warships, subs, power armor, equipment, key bases, commanders, notable sea monsters, etc. 128

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Pages.

RIFTS Mercenaries A 160 page sourcebook on mercenaries. With 9 new occupational character classes including bounty hunter, master assassin, smuggler, spy, etc. There are rules for creating mercenary companies, six NPC companies are given in detail, there are transdimentional mercs, weapons and equipment, new bots and vehicles, adventure ideas, characters, and additional hints and data about the Coalition States, Tolkeen, Pecos Empire, etc.

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their magics and weapons.

RIFTS Dimension Book One: Wormwood Features the living planet Wormwood, with bizarre forms of magic, the monstreus Unholy, horrific monsters, aliens, World Gate, morphworms, entrancers, new racial character classes, Hospitallers, etc.

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Classes, Hospitallers, etc.

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RIFTS Dimension Book Three: Phase World Sourcebook New weapons including plasma cartridges, micro missiles, nanomachines, power armor, robots; new fighters, frigates and cruisers; optional spaceship combat nules; the Intruders with their solid energy spaceships and body armor,

combat rules; the uninaers was a set in 12 pages.

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destroyed like animals, yet they persevere and prepare to launch their greatest offensive ever.

The Rifter Issue 1 The first issue Palladium's own magazine.

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fondly as the Splugorth, who rule a magical realm of supernatural, and other-dimensional creatures.

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World Book 13: Lone Star A detailed look at the Coalition States and others. Cybernetic implants that provide psi-powers but bring insanity. And most importantly, history & secrets of Psycsape.

World Book 13: Lone Star A detailed look at the Coalition States Other Star and the infamous Lone Star Genetics Complex where the dog boys and other mutants are created. Their plans for the future, key leaders, madmen, nuttant animals and dark secrets. Includes the fearsome Kiticis Killer, a mutant insect-humanoid vat grown by Lone Star and released into the wild in packs on but and kill Kiticises. 176 pages.

World Book 14: The New West The wild American West, a no man's zone forbidden to citizens of the CS, is explored in detail. Gun-slinger and Psi-slinger character classes; D-Bees, Cyberknights, Reid's Rangers who protect the innocent and hunt vampires, Indian Warriors, notable towns, the Law for what passes for it); frontier justice - harsh & quick, etc.

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World Book 15: The Spirit West An indepth look at the new American Indian, various tribes, cultures, magic, and gods. While the White Man wars with D-bees, sorcerers and his brothers in the East, the Red Man guiety building new nations in the West, Provides plenty of monsters, evil spirits, magic, new weapons and equipment and hostile forces. Gives ideas for adventures and campaigns, for example, a clash between Coalition Reclamation Armies looking for lost bases, & the Native Americans who simply want to keep the armed invaders out of their land.

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we focus on the mystical, monstrous and demonic aspects of the country and its human and inhuman people. Inspired by Russiam myth. Includes D-Bees, ancient gods, monsters, gypsies, Sovietski tanks, mystic Kuznya, etc.

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RIFTS Novers

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Order.

2. Deception's Web The Coalition soldiers under the command of Lieutenant Sorenson fight their way back to civilization where they are faced with startling revelations, court-martial and treachery.

31.475

3. Treacherous Awakenings Conflict, treachery, magic, the Splugorth, Mel Gibson (?!) and a few big battles.

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### Realm of the Gateway

Realm of the Gateway Part One — the Magic Realm Set on the mythical world of Uylande, a world trapped between the dimensions of science and magic. Half the world obeys the physical laws of magic — the other half, the laws of science. Where the two meet is a land of chaos called the Death Zone. This book contains the basic rules of the roleplaying game, plus Book One, the Magic Realm, with over 200 spells, dozens of creatures, etc. \$44.95 Realm of the Gateway Part Two — the Science Realm As with Part One, this is a complete roleplaying game in itself, that also contains all the source information on the Science Realm. With 20 psionic powers, cybernetics, cloning, robotics, space flight, creatures, starships, etc. \$29.95

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The Invid Invasion 112 page sourcebook on Invid & human equipment, with new combat rules.

The Sentinels New PC REF classes, Sentinel aliens & combat rules, data for Destroids, Cyclone bikes, Veritech fighters & spacecraft! Plus Invid history, Mecha, Inorganics & Hives. 3 adventures. 160 pgs.

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Zentraedi Break-Out An all new 64 adventure-sourcebook for the original Robotech, featuring the Zentraedi Argentine Quadrant in South America, including RDF bases, outposts, cities & governments. New weapons, modified mecha, new squadrons, border patrols, & heaps of adventures.

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### Rolemaster

#### **Rolemaster Fantasy**

Rolemaster Fantasy RPG This complete RPG is not a new edition, just the previous edition collated differently, with 5% minor improvements to the rules. Contains most of the Rolemaster Standard Rules, some material from Arms Law and Spell Law. So prepare yourself for your journey toward the ultimate fantasy roleplaying adventure. This book is easier than ever to understand and has all you need to play the game – combat, character creation, and spell casting.

understand and has all you need to play the game – combat, character creation, and spell casting.

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Arms Law Fantasy and medieval melee and missile attacks with realistic-plus results. It expands the combat system from the Rolemaster FRPG to its full breadth. Each weapon, animal, martial art has a unique feel and flavor.

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Healer, Paladin, etc.

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Magent, attack tables.

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Gamemaster Law Provides a wealth of guidelines, tips and details that a

GM needs to run a Rolemaster game – group dynamics, player motivations, story presentation, world design, race generation, story backdrops, etc. \$45.95

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Shades of Darkness Genre book. In the not too distant future, technology has spawned a terrible darkness. But from another dark place came a Dark Angel, promising to help man fight the darkness. Man joins forces with the Dark Angel, and Earth is somewhat devastated. Includes guidelines for characters being slowly corrupted.

#### **CAMPAIGNS & SCENARIOS SERIES**

Nightmares of Mine The first in this new series. A must-have sourcebook for GMs of any roleplaying system who want to run a horror campaign. Teaches how to put horror into any campaign from historical to fantasy to sci-fi, how to design horror scenarios that will keep players on the edges of their seats, etc. This book can stand alone from Rolemaster. \$25.95
RUN OUT THE GUNS This is a complete roleplaying game that uses the Rolemaster Standard System Rules. This boxed set provides all you and your friends need for hundreds of hours of fantastic adventure in the 17th Century pirate realms of the Caribbean. Offers rich settings, simple rules, and an intuitive style of gaming. In no time at all, you and your players will become swashbuckling freebooters, risking all for a chance at Spanish gold. Includes streamlined rules, fast paced combat, heaps of background info, color maps, details on six salling ships, etc.

details on six sailing ships, etc.

SS4.95

All Hands on Deck A journal for Run Out the Guns. More character templates, character backgrounds, fiction, rules for Brethren, and more. S14.95

Written in Blood A character journal and log for Run Out the Guns. S8.95

# Sailor Moon

SAILOR MOON RPG The ultimate English-language guide to the world's most popular Magical Girl Japanese anime series. The 200 page book includes B&W and color art, a complete roleplaying game that lets you play Sailor Scouts, Knights or Villains; a comprehensive resource section with guides

to characters and episode guides; and over 200 images of art. The background of the series is that after banishing a great evil queen and her armies to the Negaverse, Queen Serenity of the Moon Kingdom sends her daughter and the court princesses 1,000 years into the future, into our day, where they were reborn as humans. Then the Queen died. And now the evil Queen is slowly invading our space again, and the reborn Princesses, young teenagers, suddenly find themselves in a deadly war.

The Complete Book of Yoma, Vol 1 The comprehensive "monster-of-the-week" source book for Sailor Moon. Has full background and writeups, physical descriptions, numerous pictures, for every Yoma, Cardian, and Droid from the first two seasons of Sailor Moon. Color plates too.

532.95

# Sengoku

SENGOKU RPG An impressive 336 pages that present 16th century Japan for roleplaying, where honor is more valuable than gold and shame a fate worse than death. It is a time in Japanese history marked by nearly incessant civil warfare, rival warfords and samurai clans. Has a brief history, manners and customs, daily life, religion, occupations, skills, arms, armor & equipment, magic, campaigning, architecture, bestiary, etc.

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their fellow elves.

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dead.

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is still enslaved. The seven remaining Fatimas bicker among themselves, but gift the tribes with weapons with which to fight the Z'bri. Set in this tribal future, player characters are blessed with mystical insight and marked by destiny. They must struggle to build a new society from the ashes of the old. 108 pages of history & background, 100 pages of game rules and information, etc. \$56,95
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WRAITH: THE OBLIVION RPG 2nd Ed This 292 hardback

WRAITH: THE OBLIVION RPG 2nd Ed This 292 hardback horror RPG is by White Wolf. Death wasn't the eanswer. Death was just the beginning. So what do you do? Do you listen to the voice inside your head telling you just to let go? Or do you still fight, still love, still feel the passion that won't let you rest? Oblivion's she easy way out. Life after death is hard. Choose. You have etemity to weight the consequences. This is not a game about death, it is a game about what comes after.

Charnel Houses of Europe: The Shoah During the Scood World War there began to appear in the Shadowlands scores upon scores of wraiths, from the outer realms of Poland and Russia- whole families. 18 year + \$25.50

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Dark Kingdom of Jade Adventures Renegades ride a ghost ship caross the Sea of Japan, wreaking bloody havoc on Impenial slavers.

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powers that be.

Love Beyond Death Love-in-death is endlessly bittersweet pain.

Love Beyond Death Love-in-death is endlessly bittersweet pain.

Mediums A guide to mediums, those who speak with the dead. Includes nules an tips on these mortal characters.

Necropolis: Atlanta Full of wraiths who refuse to stop fighting, with 30 of the most influential Restless of the city, background on Atlantis.

S25.50

Oblivion For Mind's Eye Theatre. Death used to be the end. Not anymore. Now Oblivion lets you take Mind's Eye Theatre across the shroud into the lands of the Restless Dead.

S26.95

Renegades Everything the Deathlords don't want you to know about life on the outside, and the tactical secrets they'd kill for.

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Shadow Players Guide Every waith has his own personal whisperer in darkness, telling him that it's a very good thing to be bad. They call this voice the Shadow, and every warith must strive to resist it sefforts to diag him down to Oblivion. This Shadow will urge the wraith to untold acts of depravity and evid until he is lost forever in the void.

The Book of Legions From the soulforged monstrosities of the Machine

Oblivion. This Shadow with urge up to the world.

\$29.95

The Book of Legions From the soulforged monstrosities of the Machine Corps to the Beggar Lord's terrifying secret, from the Grim Legion's hidden war on the rest of Stygia to the origin of the power of the Unlidded Eye.

\$29.95

The Sea of Shadow: Storytellers Guide to the Tempest The Sea of Shadow is a lake of cold fire, burning through a wraith's self delusions and setting flame to her Passions.

Sea of Shadow is a lake of cold ne, durning through a whatth sent declasions and setting flame to her Passions.

Tokyo: World of Darkness You are shen, one of the Middle Kingdom's night people. You walk the shadows of Japan's greatest city in quest of ... what? Blood? Breath? Chi? Who is really in charge of the city? Should they be? Also presents the unending struggle of East versus West, wraith against vampire, kinderd against Kuei-jin, and technocracy.

Wraith Dice Includes 10 high-quality 10 sided dice, and adde tube. \$12.95

Wraith Players Guide An essential reference for players and storytellers alike. By expanding the realms of the Restless Dead beyond Stygia to the mysterious Dank Kingdoms, the Wraith Players Guide opens up new possibilities for creative role playing.

Wraith Storyteller Screen 2nd Ed GM screen, sample Harrowings and storytelling suggestions, introductory chronicle, and additional info. \$19.95

### Zero

ZERO RPG Eventhough a human, all your life you and your brothers and sisters have lived as part of the Hive. Always, you are in complete harmony with those around you, linked telepathically in a warm fellowship of minds, nutured by the powerful mental presence of Zero, your queen. Then suddenly one day, your contact with the hive consciousness is broken, and you feel alone, an outsider. Your brothers and sisters suddenly ignore you, and then hive cybemetic-soldiers are sent to kill you. Why? What happened to your contented life? Confused, you flee the hive, looking for other outsiders to join. Now you are a "rebel without a clue" so what on Earth will you do? Can you go up against Zero and survive? Can you rejoin the hive? Why were you rejected? Has heaps of stunning full color computer-graphic generated artwork.

542.50

Supernumerary Your Queen has abandoned you, now she wants to kill you, and you don't know why. Now you live in the underground caverns outside the Hive, trying to stay alive. You are alone... or are you?

\$8.95

# Computer Games

### **Color Code**

- New Item Now Available and in Stock
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# **Pre World War II**

AGE OF EMPIRES

A Real-Alert style game with a difference - this one is set in the historical ancient world!

Command one of twelve mighty ancient civilizations, such as the Egyptians, Greeks, Persians, Assyrians, Hitties, Japanese or Babylonians, Each civilization has unique attributes based upon its history, Camers choose from numerous technological paths to help lead their civilizations to greatness. From an economic path of farming and caritamaship to a military route of archery and naval warfare - the technology tree is larger than one player could complete in one game. Can have random maps, has a built in scenario editor, play in real time, you can build infinary, warships, charloss, war elephants, archers, etc. Pass from the Stone Age to the Tool Age, Brouze Age and Iron 4BM Requires: 2xpCD-ROM, Pentium 90, hard disk, IomegRAM, SVCA.

550.00

Age of Empires Gold Edition Includes Age of Empires plus the Rice of Rome expansion.

Rome expansion. Rome Official expansion with powerful new units such as Scythed Chariots. Canel Riders, Slingers, Fire Galleys; four new superpowers; new campaigns such as Augustus Caesar versus Cleopatra, four new map types, such as Hill Country, Narrows, Mediterranean.

\$30.00

Trima's Unauthorised Guide to Age of Empires

You have 1,000 years to lead your people through the Dark Ages and Middle Ages.

You have 1,000 years to lead your people through the Dark Ages and Middle Ages.

Chouse the path to greatness, will it he an economic path created out of crafmunship, reade or technology? Or a military route of stege and mayd warfare, Includes the Franks, Samurai, Vikings, Mongols, Cells, Byzamines, and others, Historically based computings include hence such as Joan of Armics of the Age of things.

18th - 390.00 Prima's Unauthorised Guide to Age of Empires II Age of Kings

AGE OF SAIL 1775-1820
Delivers an excellent blend of exciting real time 3D perspective naval combat with the ageantry and grandeur of heattfully rendered Sailing vessels from the Tail Ships era. Take command of the greatest sailing ships in history, including the Victory, Constellation, Guerriere, Bouhonnume Richard, Vegeance, Saratoga, etc. With a complete campaign game as Britain, Spain, France or USA. A complete scenario ellow less you create instant naval combat to your specifications. You can play head to head via modem or verses the computer, IBM Requires: 486/66, 8megRAM, Windows 3.1+. SVCA. AGE OF SAIL 1775-1820

ATDE DE CAMP # 2

At last! We have been asked hundreds of times to get in this wargame design kit. Any and all hex-based wargames can be entered and played on your personal computer using this wargames assistant program. You create the unit symbols and terrain graphics, including the colors you want, you make and edit the map, you determine how combat and movement operates. With three zoom levels, up to 30,000 hexes per map, saved game options, hex numbering, combat and movement replays so you can play by mail, the game rolls the dice for you, etc. You can edit the game any time, placing the units where you want them. Note: you must own the boardgame you are recreating, because this game has only simple movement and combat - with special combat or movement results, you will need to consult the boardgame rules and tell this game what to do. Please note: this product is quite complicated to use. IBM Requires: SVGA, CD-ROM, hard dlisk, 486+.

500.00

AZTEC

Set in 1517. You are an Aztec huntsman who stumbles across a terrible secret between the being blamed for a murder you did not commit. As you flee the law, you discover a strange illness that is killed people throughout the Aztec nation. As you nove about the game's three murdes, adventure, exploration and enxylopedia, you will uncover traines, puzzles and clues, and can eventually clear your name and find a cure. Strange of the Construction of of the Aztec world, packed with historical data. IBM requires: Pen 166, 32mbrAM, 8xpCD-ROM, 2mbSVGA. IBM - \$80.00

BATTLEGROUND: ANTIETAM September 17, 1862, Sharpburg, MD. A spectacularly rendered 3-D panoramis battlefield highlights this struggle, the bloodiest single day in American history Provides many historical and "what if" scenarios detailing the nomentous struggle along the banks of Antietam Creek. Lavish attention to detail, gorgesus 3-D graphic. BMR Requires: 486/33, Win 3,1+, Cl-ROM, BINBRM, hard disk. \$40.00

BATTLEGROUND: Napoleon in Russia: Borodino Talon The sixth Battleground title. After a series of indecisive battles and steady retreating in front of the advancing French, the Russian Tsar Alexander's army, poised on the outskirts of Moscow itself, turned and faced Napoleon for one final desperate hattle. History comes alive as Marshall Kuttazov's Russian infantry doggedly defends the mad to Moscow from orslaught after orslaught of Napoleon's nussive Grande Armee! Cossacks abound amidst this momentrous struggle. Can you as the French take the Great Rehoubt from the Russians early enough to take advantage of it? IBM Requires: Win 3.1+. 486+, 2spCD-ROM, hard disk, 8mbRAM.

BATTLEGROUND: BULL RUN

TalonSoft
The seventh Bentleground game. Includes two complete battles, First Battle of Bull Run
in July 21\* 1861, which found J.E. Johnson's outnumbered Rebels fighting as a
desperate delaying action versus the powerful Union army of Irvin McDowell. And the
Second Battle of Bull Run in August 28-30, 1862. IBM Requires: 486/33+, Win 3.1+,
Mand disk, 2ptCD-ROM, dmiRAM.

BATTLEGROUND: CHICKAMAUGA

TalonSoft
The ninth game in the series, this one featuring an all new 32-bit game engine. This
game deals with the epic "western threare" Crivil War battles at Murfres-brown in late
December 1862 through endry January 1863 and Chickamanga in September 1863.
During Hoth of these binoty hattles, ate Union's Army of Cumberland vas commanded
by Major General William Rosscrans, He won the first battle, but lost the second, With
a scenario editor, variable command count, historically accurate battle naps. 18M
Requires: Windows '93, Pen '73, Asp.CD-ROM, HomRAM, HohisVGA. 18M- 444.00

BATTLEGROUND: GETTYSBURG The second game in the seriers, Scenarios include the entire three-day canapian, or play individual engagements like Culp's Hill, Wheatfield to Little Round Top, Picketts' Charge, and more: Stumingly detailed battlefield, can play solitaire, head-to-head, mill modern, or by e-mail. IBM Requires: 486DX33, 8mbR4M, CD. IBM - \$45.00

BATTLEGROUND: SHILOH TalonSoft
The fourth game in the series which spectacularly recreates the battlefield of this
momentous and bloody struggle, which saw the beginning of the end for the
Confederate States of America. IBM Requires: 486/33, Wind, CD-ROM. IBM - \$30,000 BATTLEGROUND: Prelude to Waterloo
Batteground 8. Delivers both battles of Ligny and Quatre-Bras in the days preceeding
the epic struggle at Waterloo. Can you lead Napoleon's French forces to victory at
Ligny and Quatre-Bras effectively splitting the Anglo-Allied Armies to continue the
conquest of his empire, or help the British and Prussian amiles defeat makes the continued the
prevent his advance to Waterloo effectively ending his years. Larrope, Features
several "What if Securios. IBM Requires: Win 3.1+, 468/33+, 8nhRAM, hand disk,
\$30.00

BATTLEGROUND: WATERLOO
The third game in the series which spectacularly recreates the battlefield of this momentous and bloody struggle. You play as either Napoleou or the Allies, being Wellington and Blucher. IBM Requires: 486/33, Wind, O-ROM.

BM - \$45.00

BRAVEHEART

Eidos
Based on the movie with Mel Gibson. A game of epic proportions, combining real-time
strategy with 3D action to place you as a clan leader in 13th century Scotland. Compete
for the loyalty of William Wallace, Robert the Bruce, and other Scottish herose. With
3D actical combat, trade, diplomacy and resource management, night and day battley
you can fight man-to-man or at army level. Includes film footage. IBM Requires: Pen
233, 32mbRAM, 4spCD-ROM, Windows '95.

CAESAR II

As governor of a province of the Roman Empire you must build cities and rule wisely Fortify your creations, keep the plebes happy with bathes and entertainment and watch your defenses carefully. Should they fail, you can lead your legions to crush the hostile barbarians. Success will lead to promotion, and your cities will expand to fill your including city building in the first century AD, more than 20 types of buildings in construct, fight barbarians is simple combat, or link the game with COFOR so sophisticated contomic model, etc. IBM Requires 486/66, 8mbRAM, 5VCA, Win 55, 25pCD-ROM.

CAESAR III

As a provincial governor charged with spreading the glory of Rome, your mission is clear: build cities, fister trade and industry, and make money. Make a career out of pleasing the emperor, battle barbarians and repet the Cardinginians. You may even becoming the convouned as Caesar, Build, rule and defend on the one screen, no more switching between city, province and battle screens. Use the city construction kit to build the perfect city, talk to your civilians, appears 5 gods, etc. Looks great! IBM Requires:

Pen 90, 16mbRAM, Windows '95, 4spCD-ROM, hard disk, SVGA.

IBM - \$50.00

CIVILIZATION

This is the classic game of leading your chosen ancient civilization through the corridors of time, from 400BC to 2100 AD. You develop cities and technology, trying to build a nation that will stand the test of time. You must build armies to defend, and explore the world. IBM requires: 48625. CD-ROM. 4megRAM.

\$15.00.

Civilization Strategies & Secrets Him Book.

CIVILIZATION II

This game of building a civilization and guiding it through 6,000 years of history has just been rewritten as a second edition. Features sturning new 3D graphics for world detail, and 3D cities in full color; there are hears of new troop types and weapons such as elephants, archers, stealth fighters and bombers, AEGIS cruisers; there are more technologies to develop; diplonancy is expanded and improved; there is a new map editor, full motion video of Wonders of the World; and there are now pre-set scenarios that let you take control of civilizations already developed, such as Ancient Rome, or a nation in WW2. IBM Requires: 480DX/33+. Windows 3,1+. SouthRed. 3XC. CIVILIZATION III Multiplayer Has the complete Civilization II. but with multiplayer capabilities: compete with six other human and Alp players on the Internet, LAN, Modem and Hot-Seat. Requires Pentium, 16mbRed. 2xpCD-ROM, Windows 5,5 XVCA.
Civilization II Test of Time Actually three games in one. Contains the extended original game of Civilization II, starting in 4020 BC and continuing on until the colonization of a system. Also The World of Midgard, which is a fantasy game based on mythical characters such as elves, and allows you to play on four vast, linked maps, being Terran, Under Water, Under Ground, Sky; and The Universe of Lalande 21, 185
AD. A sci-fi game set in the future, including four linked maps, Terran, the Moon Planet, Gas Giant and the Space Platform. IBM Requires: Pentlo6, 16mbRed., 4spc.D-ROM, 2mbRed, 4xiv.

CIVILIZATION III Call to Power

Activision

Build an empire to span history from primitive beginnings into the sci-fi future of 3000

AD. Lead a turn-based conquest in which every strategy devised, technology discovered
and war waged has repercussions on your future world. Exploration, discovery,
research, technology and Wonders of the World are your tools as a global leader. Make
every social, economic and diplomatic decision. Over 65 beautiful units, 4000BC 3000AD. 90 technological advances. Use economic attacks, propaganda, biological
errorism, You can even build underwater cities and orbital space colonies. IBM
Regulars: Pen 133, 32mbRAM, 16hitSVGA, 4spCD-ROM, Windows '95. IBM - \$50.00
CORSAIDS Co.1.2

CORSAIDS Co.1.2

CORSAIRS Gold

Microids

The days of sailing pirate ships come alive with this game as you plunge into a world adventure and freedom, the thirst for gold, thundering cannots and savage pirate attacks. In this highly realistic environment with a true historical context you will be able to accomplish numerous missions during which you can choose from various quests; experience a true pirate attack simulation; command every aspect of your nation's fleet, sail authentically modelled ships on authentic maps; discover islands on which to hide your booty while searching other islands for hidden treasure. Gold version includes the Expansion disk "The Conqueruss". IBM Requires: Pen 166, Windows '95, 32mbRAM, SVGA, 4spCD-ROM, 2mbSVGA.

IBM - \$30.00

CUTTHROATS

Raid, pillage and plunder your way to infamy on the bounty-laden seas of the 17th control of the property of the p

DIPLOMACY Avalon Hill Hasbro The all-time favorite boardgame now a computer game by Hasbro. A game for seven players at the beginning of the 20th Century, resulting in the First World War. Unlike the seven player at the beginning of the boardgame, you can play on your own or in small groups with the computer's AI controlling the rest of the nations. Plan your noves in advance using the game's printable map sheets; features ten of the most popular Diplonnacy game types including 1897, 1898, Anarchy, Blind, Missing Man, Milan and Spies. Up to 7 players via Internet, Modern, Serial Link or Hotscat. IBM Requires: Windows '95, Pen MMX 166, 8spCD-ROM, 32mbRAM, 2mbSVGA. IBM - \$90.00

GANGSTERS ExANGSTERGS
Set in a Chicago-like town in the 1920's prohibition period, Gangsters is the strategy game where crime pays. From extortion to intimidation to street execution or all-out bloody gam warfare. Playing in a vast city filled with over 5.000 individual characters, combines real-time action in a highly detailed 3D semi-topdown view with easy-to-use strategy planning interface. Features a 1,000 block city, 100 gangsters work for you, break the law with complete immunity. IBM Requires: Pen 133, 10mBMA, Windows 75, 4spCD, 2mbSVGA.

GREAT BATTLES OF ALEXANDER GreekaT BATILES OF ALEXANDER
GMT's famous boardgame is now a computer game. Take command of the legendary
amiles of Macedon. Conquer the rebellious Greeks, crush the defiant Persians, capture
the crowns of kings and platanachs to earn the most exalted title of all: Alexander the
Great. Or, you can take the role of Darius, Memon, Clitus, etc. There are ten different
battles, which also him as a campaign. 18M Requires: Win'95, 486/100, 16mbRM,
\$\$VGA.curd, 2ppCD-ROM, hard disk.

GREAT BATTLES OF HANNIBAL GREATA DATH LES OF HANNIBAL (MT (GMT) and the treatment of the treatment o

GREAT BATTLES OF CAESAR EMERAT BATTLES OF CARSAK
InteractiveMagic
GMT's famous boardgame system is now a computer game that recreates the wars of
Julius Caesar. As Caesar you can cross the Rubicon and lead your troops to Rome and
the supreme power. Or as Pompey, Marius, Sulla, you might just defeat mighty Caesar
and rewrite the history books. Covers Caesar's civil war campaign including Caesar
against Pompey at Dyrthachium in 48BC, Marius against the Cimbri in 101 BC,
Claeronea 86 BC, Munda 45BC between Caesar and Pompey, Thapass 46 BC, the Last
Elephant Battle. IBM Requires: Win '95, Pen '90, 16mbRAM, 2spCD-ROM. IBM - \$30

LORDS OF THE REALM II

Propels you into the epic conflicts and intrepid life of thirteenth century England. As one of five nobles, you manage crops, build weapons, construct a castle and raise any amy to conquer neighbouring realms before they conquer you. Fight your way to the throne. With up to four computer rivals, a steward can handle country management while you concentrate on commanding real-time battles and sieges. IBM Requires:

Windows '95, 486/66, 8bmR4M, 2vpCD-ROM.

LORDS ROYAL COLLECTION CORLING RO I AL CULLEC I IOIN

Contains three complete games: Lords of the Realm I, Lords of the Realm II, and Lords of the Realm II Siege Pack. IBM Requires 486/66, 8mbRAM, hard disk, CD-ROM, SVGA.

\$80.00

MAN OF WAR II Chains of Command

Strategy First
Explosive real-time naval combat set during the Age of Sail. Take command as a Fleet
Admiral, Division Commander, or Ship's Capatain and face the fury of a broadside, the
terror of the boding action — all from the real-time first person perspective. Take
terror of the boding action — all from the real-time first person perspective. Take
your own character and his background; custom game conditions such as rate of cannon
fire; enlist in two campaigns and over 20 historical scenarios including Trafalgar,
approximatilplayer over LAN/Internet. IBM Requires: Pen 120, 16mBRM, 4spCDROM, SVCA.

IBM - \$80.00

MEDIEVAL

A tactical game of medieval warfare. Units are 25 men and are rated for morale, which plays a very big part – you can't fight to the last man; faitgue, formation, amount offerense, and weapon type. Formations are columns, squares, line, skirnish and shield wall. Leaders can rally disrupted or routed troops and can enhance units within their command range. Includes a scenario and symbol editor, has close up and overview views of the hattlefield, battles include Clontarf, Hastings, Sürling Bridge, Falkirk, Creey, Robin Hood, 800x600 16 Bit Color. IBM Requires: Windows '95, 133 Pen, 16mBrAM, 4spCD-ROM, SVGA.

NORTH vs SOUTH

In the style of Great Battles of Alexander, You take command of either Lee's Southern army of McClellan's Yankee army. Whether fighting the eastern campaigns at Antietam, Bull Run, or Gettysburg you call the shots, commanding your army through a ground breaking dynamic campaign system that reacts intelligently to your successes and failures. With ten campaign/scenarios and the grand campaign, great unit and combat animations. IBM Requires: Pen 150, 16mhRM, 2spCD, 5VA, hard disk, Mindows 93.

NEMA: 330.00



PARON 3D

Dynamix's Red Baron computer game returns re-done as a sunning 3D flight sim. With an exclusive transparent cockpit for easy viewing of target areas. New 3D graphic acceleration creates a world stunningly real. Also features new & improved flight models, you can customize the paint scheme on your aircraft. You can fly 22 different aircraft. BM Regulres: Pen 133, 32mbRMM, 2spCD-ROM, SVA, 3Ds cord. 18th - 330.00

RED BARON II

Sierra

User definable difficulty levels, fly single missions or campaigns from 1916 – 1918.

Over 40 unique aircraft with 22 flyable planes. Also a mission builder, a great Al system that recreates the skills, tactics and personalities of historical and non-historical pullots. No two missions are ever the same. IBM Requires: Pen 133, Windows '95, 4spCD-ROM, SVGA, 16mbRAM.

Sierra

SEVEN KINGDOMS Ancient Adversaries SEVEN KAINGEUNINS ARICENT Adversaries Imagic
The ultimate real-time game of empire building is back and better than ever. Lead any
of ten emerging civilizations to glory through trade, diplomecy, espionage and
conquest. This new version improves on the original with new terrain, new
nationalities, new yeods, new scenarios, new enhancements. Fantastic monsters and
Great Beings include the Indian's Djinni, Egyptians' Isis, etc. You can pause the game
to issue orders, manage tacked combat, an assess status. IBM Requires: Windows '95,
Pen 90, IombRAM, SVGA, 4spCD-ROM.

STRATEGO
A classic brantigame now released as a computer game. Strategically position your mem. Send out your secuts to discover your enemy's manpower. Use the skill of your miners to discarm enemy bombs. Battle beginst Battle it out with classic Strategic rules or Ultimate Stratego rules. Compete against up to 3 human or computer players. Wage war over LAN. modem or internet. View superbly rendered 3D battles. IBM Requires: Windlows '95, Pen 100, 16mbRAM, 4spCD-ROM, SVGA, hard disk. IBM - \$50.00

THE SETTLERS III THE SETTLERS III

A compulsive and addictive real-time strategic simulation of tactics, prosperity, combat and growth where you control a civilization such as Romans or Egyptians. Manage your resources carefully, build your settlements and trade, With complete new 3D graphics, 150 unique characters, 110 different buildings, 30 different trades such as unuters, fishermen, miners; erect fortresses and towers and lead archers, swordsmen and speamen in brattles, start with a neasy to learn trating mission, etc. 13th Regulare, 19en 100, 32th/RAM, 2nt/SVGA, 4spCD-ROM, Windows '85.

TIDES OF WAR

Master the Seven Seas and command your own warship. 18" Century English-style battleships and frigates and Spanish-style dreadnaughts and cutters. Even down to Viking longboats. Phoenician raiding gallews, notive war cannest A real-time 3D maritime strategy-adventure game of exploration, resource management and combat. 50 ship types, huge worlds to explore, 70 missions, different types of missions, etc. IBM Regulares: Pen 120, 1onthRAM, 16th/SVGA, 4spCD-ROM, Windows '95, IBM - \$50.00

ULTIMATE STRATEGY ARCHIVES Interplay Includes the following complete games: Sid Meier's Civilization, Sid Meier's Railroad Tycono Debuxe, X-COM UFO Defense, Heroes of Might & Magic, Conquest of the New World Debuxe, Jaged Alliance: Deadly Games, MAX and Dark Colony, IBM Requires: Pen 90, 16mbRAM, SVGA, 4spCD.

ULTIMATE STRATEGY WAR SERIES
Contains Sid Meier's excellent 3D wargame Gettysburg, Jane's Fleet Command of realtime modern naval warfare, and Command & Conquer Red Alert, a real-time sci-fi
strategy game. BM Requires: Pen 200, 32mbfAM, 2mbSVA, 3Dfx.

18M - \$\$90.00

WARBIRDS Dawn of Aces

3D accelerated WWI aerial combat. Features offline training to hone your flight and gunnery skills, free head-to-head via modern, serial or internet; legendary WWI planes including Fokker Drl., Spad VII, Sopwird Cannel, Albarross, etc; both 3D accelerated and non-3D accelerated available in the same online arenas, multiple online arenas, each supporting hundreds of players simultaneously. IBM Regulres: Windows '95, 102ar;063 SVGA, Pen 133, 32mbRAM.

# **World War II**

12 O'Clock High

A strategy game of WWII air combat – not a flight simulator. Scenarios cover all the major Allied hombing campaigns over Germany from 1943 – 1945. Campaign mode includes full 1943 and 1944 campaigns so that you can play through the entire air war from beginning to end. Play at your own pace using a unique blend of real-time and phase-based play. Beautiful graphics, and more than 25,000 pilots and thousands of aircraft. IBM Requires: Pen 233, 64mbRAM, 4spCD-ROM, 16bitSVGA. IBM - \$75.00

SIETTA
A compilation of six of histories great battle simulators. Includes Red Baron, WWI
aircombat, Aces over Europe, during WWII, Aces of the Deep, commanding a sub in
WWII, Aces of the Pacific, WWII Pacific Theature aircombat, A-10 Tank Killer,
modern flight simulator, A-10 Tank Killer, II. more modern flight combat. IBM
Requires: 486/66, 8mhRAM, SVGA, 2xpCD-ROM, hard disk.
\$50.00

ARMY MEN II ARMY MEN II.

This sequel takes the plastic toy soldiers into the kitchen, bedroom, front yard, and garage. With crazy new weapons such as the magnifying glass, spray cams; new obstacles such as hot stove jets; improved computer AI, etc. IBM Requirers: Windows 95, Pen 90, IonibRM, 4spCD-ROM, ImbSVGA.

BM-330.00

BATTLE COLLECTION Includes Steel Panthers III, Panzer General I, SU-27 and Silent Hunter I. IBM Requires:
Pen 90, 10mbRAM, 1mbSVGA, 4spCD-ROM.

IBM - \$50,00

SSI

BATTLE OF BRITAIN DALLILE OF BRITAIN

Talonsoft
Gary Grigsby and Keith Brors have teamed up to deliver this revolutionary new strategy
awargame. Set in 1940-41, over the skies of Britain. With a unique blend of real-time
and phase-based action; command either side; over 5.000 historical pilots are
represented, a hypothetical 1941 German strategic bombing campaign is included; you
can play by e-mail! IBM Requires: Pen 133, 32mbRAM, 16hitsVGA. IBM - \$50.00

AXIS & ALLIES

The Done of the most anticipated computer game releases this year – the magnificent Axis & Allies hourdgame has now been released as a faithful computer game. The year is 1942 and the world is at war. You are a powerful leader struggling for supremacy. Feature Accessic game-play plus new rule variations exclusive to this game. Play against Montgomery, Eisenhower and Yamamoto. Has a basic training tutorial. Up to 5 humans or computer players can play on the one computer or over a network. "Time machine" feature allows players to review previous moves and analyse enemy strategies and offensives. With great graphics taken straight from the board game. IBM Regulares; Windows '95, Pen 133, 10mihRAM, hard disk, SVGA, 1mbVuleo Card. IBM - \$75.00 AXIS & ALLIES

CLOSE COMBAT Trilogy
Includes Close Combat 1, Close Combat 2, and Close Combat 3. IBM Regulares: Pen 133, 32nbRAM, SVGA 800x600.

CLOSE COMBAT 2.0 A Bridge Too Far

Microsoft
Advanced Squad Leader for your computer? A real-time, historically accurate World
War II strategy game that puts you in command of either the Allied or Axis forces
during the epic Operation Market Garden battle in German countrolled Holland. Includes
a Battlemaker, which lets you make your own scenarios, adds a new strategic layer
challenge players to out-think their opponens in the war rown, true line of sight and
line of fire replicates for of war, limited amounts of annus, dynamic heptylyment allow
you to reain ground captured for the published and intervant are deplyingent allow
you to reain ground captured for the published and intervant are deplyingent allow
you to read ground and the published and the publi

CLOSE COMBAT IV Battle of the Bulge

Advanced Squad Leader for your computer! A real-time, historically accurate World
War II strategy game that puts you in conamand of either the Allied or Axis forces
during the epic Battle of the Bulge in 1944. Has sneak attacks, spies, subocutes; new
campaign system allows movement of multiple battle groups on a strategic map of the
Ardenuses: units nay enter from different points on a battlemap based on their strategic
movement; you can create your own Bulge campaigns; two player can be via serialcable, IPX or internet. IBM Requires: Pen 200, 32mbRAM, 4xpCD-ROM, 4mbSVGA,
Windows '95.

COMMANDOS Behind Enemy Lines

Eidos

A real-time tactics game set in WWII that puts you in command of a small squad of elite troopers. Send them behind enemy lines on a series of hazardous missions, and bring them back alive. Study the enemy's movements, develop a careful plan, synchronise your men, and launch them on a swift and fierce attack using all your power and skill. With summing 3D graphics of German traits, tanks, batteships, aircraft, bridges, etc (more than 350 altogether!) 26 missions, each totally unique. The Germans have over 40 different vehicles and troop types. IBM Requires: Pen 100, 16mbRAM, 4spCD-ROM, Win '95, SVCA.

IBM - \$30.00

COMMANDOES Beyond the Call of Duty Playable with the above or by itself. Has eight new, dangerous missions, also new vehicles, buildings, weapons, two difficulty levels, kidnap German soliders, destroy train-mounted artillery, two new characters including a female member of the Dutch resistance.

COMPUTER EASTFRONT Columbia Note to be confused with the computer game East Front. This product allows you to play the award winning Columbia board wargame East Front. This product allows you to play the award winning Columbia board wargame Eastfront on your PC. This product tracks the beadquarters, novement, terrain, production and all other elements of the boardgame so that you can concentrate on strategy. However, it has not computer AI, so you must either play solitaire against yourself, or play head-to-head on the on machine, or via modem, or even e-mail. IBM Requires: Pen, 8mmRAM, Windows '95. IBM - \$70.00

EAST FRONT

Talonsoft freatming absolutely stumming graphies in this game of the war on the Eastern Front. Clash the Russian T-34s against the German amove at Kursk. Drive in Stalingend and claim the factories for Germany, It's all there for you to command from 1941 to Berlin in 1945. This fast paced platton-level game of factical combat in Russia starts you out as a company commander, with promotions if you do well. You can play either the campaign or individual scenarios. There are 300 different types of platonis and you can design your own scenarios. The game looks and feels like a miniatures' game. IBM Reguires: Pentium, 8mbAM, SVGA, 2pcD-ROM, Win 95.

EAST FRONT CAMPAIGN CD 1 Add six new nationalities: Poland, Hungary, Finland, Slovakia, Italy, & Romania, Seven new campaigns, set in Poland, Finland, Romannia and Russia. Has fifty new battles including Kharkov and the Siege of Odessa.

\*\*Talonsoft\*\*

Talonsoft\*\*

Talonsoft\*\*

Talonsoft\*\*

Talonsoft\*\*

Talonsoft\*\* Talonsoft WEST FRONT
Talonsoft Featuring absolutely stuming graphics in this game of the war on the Western Front. It is all there for you to command on the Western front, from 1940 France to Berlin 1945. Has campaigns plus individual scenarios, a full features scenario editor, new terrain features such as Normandy Bocage, African desert, picturesque Europe. Also parachute drops, glider landings, amphibitous landings, naval gunffre. Over 500 new equipment and unit types, etc.; IBM Requires: Windows '95, IonhBAM, 4spCD-ROM, Pentium 133, 16hit SVGA, hard lids.

WEST FRONT Battle Pack 1 Has over 50 new scenarios including Juno Beach, Bastogne, France 1940, Italy 1943, March 1945, etc. Has new linked campaign games, and new units such as German invasion barges, Maus, Panther II. IBM - \$40.00

EAST FRONT II

12 IONSOIT

13 In Every and the Eastern which is a platon level game, and you can play as German, Russian, Italian, Polish, Finn, or Hungarian. Has historical and hypothetical scenarios and campaigns, 150 in total, 50 of which are new, hundreds of new 3D icons including snow cannoflage and new terrain types. IBM. Requires: Pen 133, 45pcD-ROM, 12bmRAM, I6htSVGA, Windows 95.

EUROPEAN AIR WAR The most stunning WWII flight sim I have seen. Take to the skies over Europe during the most dangerous days of WWII. Pilot 20 authentic fighter aircraft from America, Britain and Germany. Defend the skies over England in 1940 from waves of German bombers, fight off attacking Messerschunits as you escort B-175 on critical bombing runs, and engage in dogfights over France. With a Quick Start mode for instant Microprose

dogfighting, single missions, dynamic campaigns, pilot careers. Multiplayer via direct connection, modern or network. Aircraft include P-51s, Spitfires, Hurncanes, B-109s, F-04-19s, etc. IBM reguires: Win '95, Pentium 133 with 3Dfx or Pen 166, 32mb RAM, AspCD, hard disk.

FIGHTER SQUADRON Over Europe

SSI
A combat flight simulator of the air war over Europe during the last years of World II.
With realistic flight and damage models. Engines get knocked out, parts are shot off
and tom fuselage flutners in the wind. With native 2Dfs support, stunning cockpits,
great texture-mapped terrain. Pilot the Me-262, P-38 Lightning, B-17G Flying
Fortress, Mosquito, P-51D, P-49, Du-88, Lancaster, Spittire and Typhoton. Fly solo
or nutliplayer via LAN or the internet. With 90 missions in 30 scenarios. You can even
which planes in a squadron mid-dosfight, Also has a mission editor. IBM Requires:
Pen II 266, 2mb16-bit SVGA, 32mbRAM, Windows '95, 4spCD-ROM. IBM - \$75.00

FIGHTING STEEL WWII Naval Combat

SSI
World War II naval combat from 1939-42, including the British, German, American
and Japanese fleets, all rendered in stunning 3D. With historical scenarios, campaigns,
computer generated scenarios, and scenario editor. Control divisions, fleets, or single
ships in real-time action. Over 90 ship classes, realistic 3D battle damaged sustained by
ships, etc. IBM Requires: 4spCD-ROM, Pen 133, 32mbRAM, 2mbSVGA, hard disk,
Due July.
BMN - \$\$50.00

Great Naval Battles 3 & 4

Contains both Great Naval Battles III Fury in the Pacific, and Great Naval Battles IV

Burning Steel, which covers all European theatres of war from 1939 – 1942, including

Italian, French, Russian, and British, (German!) IBM Requires: 486/33, 8mbRAM,

ImbSVGA, MS-DOS 5.0 or 6.22.

Talonsoft
The year is 1941. Your 4 man squad has been shot down deep inside German occupied
territory. With an immersive story through 23 missions and 3 campaigns. Play in either
3" of 1" person. An overhead map lets you synchronics split second manoeuvres.
Enemies hear, see and chase you. Take control of WWII vehicles, including a German
tank. 40 different types of troopers to choose from. Includes Expansion. IBM Requires:
Windows '95, Pen 166, 3Dfx, 16mhRAM, 4spCD-ROM.

IBM - \$50.00

JANE'S WWII FIGHTERS JANE'S WWII FIGHTERS
Janes
Fly seven famous WW2 fighters, being the Mustang, Thunderholt, Lightning, Spifffre,
Bl 109-C, Fw 190.4-8 and Mc262A1. Takes full advantage of today's 3D technology,
Fully operating 3D cockpits, clouds, snoke, fire, bullet holes, muzzle flashes. Fierce
dorfighting, swarms of aircraft, desperate radio chatter, You can play a full campaign
se Axis or Allies, plus 35 single missions, a full mission editor, multiplayer for up to 8
via LAN or internet. With no radar or missiles, its easy to learn how to fly these planes,
but these tutorial missions on each aircraft anyway. IBM Requires:

Win. Peri 200,
12MrAshl, 3Dfs, 6pcCD.

IBM - \$75.00

LUFTWAFFE COMMANDER LUFTWAFFE COMMANDER

A WW2 flight simulator, Return to a time when the deadly Me-109 ruled the sky. Here you can fly ten aircraft, including the Me-109, Me-262, 1-16, P-39, Spitfire, P-31, etc. Terrorize Allida or Axis forces in five combat areas, Spain, France, Great Britain, Russia, Germany, with over 500,000 square miles of terrain. Choose from 2 flight modes, Irnn Cross challenges less experienced pilots, while Knight's Cross provides a WW2 air combat simulation of uncompromising accuracy. Each of the ten aircraft you fly has detail interiors, 50 single player missions, you can custom build air combat scenarios, modem and serial play. IBM Regulares: Pen 160, 32mbrMM, 8pyCD-ROM, 30 accelerator cord whyth 4mbrMM, Windows 395.

Microsoft Combat Flight Simulator WW2 Europe MICTOSOFT CONTINUE FIGURE STREETS AND ASSESSED AS THE STREETS A

NATIONS Fighter Command

Psygnosis

World War II dopfighing. Play as Britain. Germany or the US, with three game modes
including historically accurate campaigns or instant war scenarios that push you to the
limits. Choose from 16 WWII fighter aircraft, highly accurate flight physics, includes
WWII database and period film footage, incredible lightning and weather effects, virtual
cockpits, single or multiplayer. IBM Requires: Pen 233, 32mbRAM, 4mb3D. \$85.00

PACIFIC GENERAL FACIFIC GENEKAL

SSI

Using the popular Partzer General system, but featuring a newly created naval combat model for high-seas realism. Engage in naval combat, including island hopping land battles, with the same exquisite playability as land combat. Campaigns and scenarios are playable as Japanese or American forces—imagine landing in San Francisco as the victorious Japanesel Also authentic war footage, a comprehensive scenario editor, battle generator and you can play head-to-head via modem or network. IBM Requires: Per 90, Windows: 95, 16mbRAM, SVGA, 4spCD-ROM.

IBM - \$30.00

PANTHERS IN THE SHADOWS

Re-creates World War Two combat on the Western Front from 1939-45, including North Africa and Europe, set on a platoon/section scale. With 1 minute turns, own 1,500 weapons systems and 500 different guns, authentic round penetrations based on nuzzle velocity, size, mass, density, target's armor thickness at location hit, and angle of armor. Also all the major round such as AP, APC, APDS, HE, HEAT, APHE, etc. There's no point trying to defeat the "game-system", because the game recreates history faithfully - only real-life tactics will succeed. 5 historical scenarios plus complete scenario editor. IBM Regulres: VGA, hard disk, 3.5 FDD.

375.00

Two other HPS Games are Broken Alliance and Dragons in the Mist \$40 each

PANZER ELITE

Psygnosis

A stunning game of 3D WWII tank combat. Set in North Africa, Sicily, Italy and Normandy. Play as German or American platoon commander and experience strategic and teacical tank warfare. Game modes include instant skirmish scenarios or full campaigns. Technology is updated as you progress through the campaign. Choose from 23 ands, use terrain to your advantage, Al controlled infantry, artillery and AT guns, platoon crews gain experience over time, single or multiplayer. IBM Requires: Pen 233 MMX, 32mbRAM, 4mb3Daccel, 4spCD-ROM.

IBM - \$50.00

PANZER GENERAL PANZER GENERAL

A strategy game. The game starts in 1939 with you as a German general in Poad.

A strategy game. The game starts in 1939 with you as a German general in Poad.

You win, you can advance to the next front, still commanding your newly experienced troops. Continue to lead well and those inexperienced units from Poland could turn into an overwhelming force plowing through Norway, Belgium, France, North Africa, and the Eastern Froat. And you can also invade England, and the USA in 1945. As well as this progressive campaing pame, there are 35 scenarios which can be played Allied or Axis. IBM Requires: CO-ROM, 4mb RAM, 386DX33+.

IBM - \$15.00

PANZER GENERAL II PANZER GENERAL II

At last it is here - and being played by several of our staff! More than just a sequel, this game is an entire generation beyond anything yet seen in strategy games. Witness the Living Battlefield, a new standard for strategy game arrowstk, with photo quality tanks, guss, buildings, mountains, roads, etc. With thirty paintsakingly crafted battlefields that are faithful to the real ones in WWZ. Game play is fantassic, with the campaign starting in Spain, and going onto the Eastern. African and Western Fronts. Includes 12 multiplayer scenarios, and you can design your own scenarios. Thoroughly recommended. IBM Requires: Pentium 90+, 16mbRAM, 1mb SVGA, hard disk, 4spCD-ROM.

\$20.00

PANZER GENERAL - 3D Assault.

SSI
A realistic look-and-feel unprecedented in strategy gaming. Position weapons and troops on an all new 3D battlefield which exhibits realistic lightning and weather effects. Also has a new, simple and addictive game system. You assign leaders to units based on their special skills and experience. The new action combat system allows leaders to give multiple commands in each turn. Eight campaigns on the Western Front including France 1940, Africa, and D-Day onwards. 4 player multiplayer, Blank Requirez: Windows 93, Pen 11233, &malDeard, 64mbRMM, &pcD.

BM - \$50.00 Panzeer General 3 Official Strategy Guide

RISING SUN

Talonsoft
The daird game in the East Front and West Front series by Talonsoft. This game lets
you relive historic ground hattles between the Japanese and the forces of the USA,
Britain and Commonwealth (yes, Australians), from 1941-45. Has four linked
campaigns plus individual missions. New terrain types include dry and flooded rice
paddies, light and dense jungles, coral reefs. Fight over Guadacanal, Okinawa,
Tarawa, Betio, New Guinea, etc. IBM Requires: Pen 200, 32mbRAM. IBM - \$80.00

SILENT HUNTER II Due May SILENT HUNITER II Due May

A WMII U-Boat combas simulator, re-creating the battles in the Atlantic between Uboats and British and American convoys, With beautiful 3D graphics of shirs and
aircraft, superior AI, new wolfpack action, enhanced campaign game, real-time weather
and ocean effects, advanced scenario and patrol editor, multiple difficulty levels, etc.

IBM Regulares, Pen 260, 2849CD, OdnihRAM, 8mb/3Daccet.

SMOLENSK TO MOSCOW

A wargamers' wargame on computer, without any "frilly" stuff! Covers the primary battles between Germany and Russian during WWII from 1941 to 1943 in the area between Smolensk and Moscow. With 9 scenarios, scenario editor, computer opponents, optonal rules, over 250 units. A low complexity game with 8 optional rules. IDM Regariers: 4861/00, SVCA.

STORM IN THE WEST

A wargamers' wargame on computer, without any "frilly" stuff With six scenarios set on the Western Front in WW2, including 1940 France, 1944 France and 1945 Germany, and an editor for those "what it' scenarios you want to create. Features be based maps, supply restrictions, for of war, Allied politics, Germany early jet exhibitogy, operational level units, scann in and transportations, Germany early jet exhibitogy, operational level units, scann in and transportation, Germany early jet exhibitogy, operational level units, scann in and transportation, Germany early jet exhibitogy, operational level units, scann in and transportation, Germany early jet exhibitogy, operational level units, scann in and transportation, Germany early jet exhibitogy, operational level units, scann in the Luga River to Tikhvin, the Russian 1941 winter counter-attack at Tikhvin, the forced a German retreat. Also a scenario editor.

KIEV Version 2.0. A complete game in itself. Covers the Kleist/Guderian 1941 pocket, the 1943 German retreat to the Dnieper River under heavy Russian attack, the 1943 Russian breakthrough of the Dnieper River, and the 1943 Manstain class spoiling counterattack. Also a scenario editor.

CRIMEA Version 2.0. A complete game in itself. Covers the 1941 German capture of all Crimea in 1944. Also a scenario editor.

S25.00

CRIMEA Version 2.0. A complete game in itself. Covers the 1941 German capture of all Crimea in 1944. Also a scenario editor.

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S25.00

CRIMEA Version 2.0. A complete game in itself. Covers the 1941 German capture of all Crimea in 1944. Also a scenario editor.

S25.00

CRIMEA

\$25.00

IZYUM A complete game in itself. Covers the Russian 1941 winter offensive destroy the German 1st Parazer Army, the early spring 1942 Russian attack towards Klarkov that ended in disaster, the spring 1942 German offensive, the winter 1943 Marstein "Backhand Blow" that recaptured Kharkov, and the Russian 1943 fall offensive that drove off the Germans. Also a scenario editor. \$25.00

The Operational Art of War Vol 1 1939-1955 Elite Talonsoft The Cuperational Art of war war with 1939-1935 Little Endomostra. This Elite Edition also includes the Battle Pack 1 scenario add-on disk to give 33 complete scenarios of combat ranging from 1939, the Fall of France, German invasion of Russia, no the Koream War, to 1955. Also hypothetical conflicts such as USA verses Russians in 1945. Has full scenario editions, massive equipment database, 2D and 3D modes, etc. IBA Requires: Pen 90, JohnRAM, 16/hitSVCA.

TIGERS ON THE PROWL Extremely detailed recreation of hantalion sized combat on the Eastern Front from 1939-45, including all the belligereurs, Germany, SS, Soviet, Luftwaffe, Guards, & Axis. Combat is resolved using detailed calculations based on the US Army Ballistics. Research Lab, taking into account armor thickness, round penetration at that range, weight of explosive, air drag, angle of the target, etc. Features hundreds of different ands, artillery, infantry small arms types, etc. Magnificient. IBM Requirer; VGA, 3.5' FDD, hard disk, 386.

Ultimate World War II Wargame Collection
SSI
Features four of the best of the recent SSI World War Two wargames, all in the one
box. They are Steel Parthers II, Parer General II, Silent Hunter and Soldiers at Wor.
BM Requires: Pen 120, 16mhRAM, Windows '95, SVGA.
BISM - \$\$44.00

Computer WAR IN EUROPE
A simulation of the European Theater of Operations in WWII and brings this classic SPI board game into the computer age, Players control ground, air and naval forces, economies and political efforts. Features brigade to corps sized units, including infantry, armor, mechanised, cavalry, paratroors, guards, partisans, SS, U-boats, ships, transports, et., You also choose what to build from your resources and personnel. With 3,600 counters, this is so much easier to play as a computer game! You cannot play against the computer, only solitaire with yourself playing both sides, or with 2 or more humans. IBM Requires: 386, 5mbRAM, VGA, DOS or Windows '95. IBM - \$90.00

# **Post World War II**

A WORLD OF AVIATION

CounterTop
Includes the jet fighter simulation iF-16. Wings of Silver which is a multimedia
presentation of modern jet aircraft, including full color action video fiocage, more than
of photos of aircraft and weapons, Combad Jets which is a complete drawing program
and over 1,000 clip-art images, History of Aviation which presents the history of flight
with 60 video clips and 600 photos; and Warbrids, a screen saver. IBM Requires:
Windows '95, 16mbRAM, Pen 120, 4spCD-ROM.

DELTA FORCE 2 DELTA FORCE 2

A 3-D adventure akin to Half-Life. You are a member of the elite Delta Force, formed to battle terrorism throught the world. Execute day and night operations, move through fog, rain or snow, use tall grass, water and rolling terrain to approach objectives undetected, terrorize the terrorise with an impressive arsenal of weapons, use the new commander's screen to direct the actions of team-mates, whether single or multiplayer. 40 challenging missions. Also a mission editor. IBM Requires: Pen II, 64mbRAM, Windows 95, SVGA, 8spCD-ROM.

IBM - \$50.00

F-16 versus MiG-29
A double-game including both F-16 and MiG-29 complete games. The MiG-29 isone of the world's most maneuver able and toughest fighter jets. The F-16 is the worldones of the USAFYou can fly the two jets against other players in multiplayer mode. With stuming 3Dfs graphics, great interactive cockpits, authentic flight models, over 40 stand alone missons for each it, emission design touls, use the F-16's Lantim for night vision and precision bombing, etc. IBM Requires: Windows '95, Pen 166, IombAM, AGCD-ROM 3Dfs.

IBM - \$75.00

FALCON 4.0

The North Koreans have crossed the DMZ. Your F-17 Falcon squadron has been called for the strike back...Only the makers of the acclaimed Falcon 3.0 could launch a new era of flight simulators. This game breaks the sight-and-sound barrier with its cutting edge graphics, realism, dynamic campaigns and multiplayer gameplay. With accurate topographical terrain, detailed radar and weapons simulation, hyper-realistic flight models and stunning visuals. With a manual over an inch thick Also a real-time campaign engine, an enormous range of aircraft and ground units. IBM Requires: Pen 166, Windows '95, 32mbRAM, 800x600 16-bit SVCA, 4xpCD-ROM, 16bit sound card.

Falcon 4.0 Prima's Official Strategy Guide FALCON 4.0 Microprose

FLANKER 2.0

This flight simulator features stunning graphics and streamlined playability. Using previously classified Russian satellite imagery and a new 3D graphics engine, this cruthar sim provides photo-realistic terrain, new 3D sound system, accurate damage modeling. Features the new Su-33 naval carrier-based Flanker. Campaign module includes limited scenarios and a semi-dynamic flexible storyline. IBM Requires: Per 200, 32mbRAM, 3DfxVoodoo2, Windows '95.

JAGGED ALLIANCE 2

A ruthless dictator has taken control of the tiny nation of Arulco, and you are in control of a small hand of rebels against a large army. But the world's best mercenaries will also fight on your side, if you can afford them. Features a semi-ton-down-view as you lead your team on combat missions. With a non linear storyline, the most advanced tactical combat ever, dozens of realistically modelled weapons, real-time exploration and turn-based combat. Create and recruit your own mercenaries, interact with more than 150 characters, IBM Requires: Pen 133, 16mbRAM, SVGA, 4spCD. IBM \$50.00

JANE'S FLEET COMMAND James of Electrical Country Alexand International waterways become theatres of war when the world's most formidable narritime powers exchange their fatal blows. With entire fleets at your command, you must strategically deploy vessels from every cless— fingte to sincraft carrier to nuclear submarine—to maintain the precarious balance of naval power and gain position for the deadly endgame, Real-time strategy canapiagins and missions. IBM Requires: Windows '95, Pen 200, 32mbRAM, 2mbSVGA, 3Dft card, 8xpCD-ROM.

\$50.00

JANE'S F-15 JET COMBAT SIMULATOR JANE'S F-15 JET COMBAT SIMULATOR EA
You can be up and flying in five minutes. Instant action option includes simplified
controls to ensure quick access to your first kill. Training missions have you flying
like an ace in no time. Adjustable levels of realism and difficulty. Magnificent
graphics and stunning visual effects. Mid-air refueling, smart bomb camera views,
radio chatter, 30 different weapons, you can play head-to-head over the internet,
radio chatter, 30 different weapons, you can play head-to-head over the internet,
radio chatter, 30 different weapons, you can play head-to-head over the internet,
radio chatter, 30 different weapons, you can play head-to-head over the internet
view for serial. Design your own missions with a powerful mission
builder, relive the Desert Storm through an intense campaign, etc. IBM requires:
Win'95, Pentium 133 with 3DFX card or Pentium 166 without, 10mRAM,
4spCD-ROM, hard disk, SVGA.

JANE'S FA-18 JET COMBAT SIMULATOR

The most realistic carrier air operations experienced on a PC, even the flight deck rolls. Fully functional virtual cockpit. A vast array of air-to-air, air-to-ground and air-to-air, air-to-ground air-to-air, air-to-ground air-to-air, air-to-ground air-to-air, air-to-ground air-to-air, air-to-ground air-to-air, air-to-air, air-to-ground air-to-air, air-to-ground air-to-air, air-to-ground

JANE'S USAF United States Air Force

Master the eight greatest jets in the United States Air Force, from early jets up to the Stealth Flighter. Relive history in Vietnam or Iraq, fly an in-depth strategic exercise over the United States, or flight future conflicts over Germany. Your pilot career is tracked and you receive promotions, medals. Play any mission with friends over LAN or the Internet. Also has flight combat training. 3D mission editor, etc. IBM Requires:
Windows '95, Pen 200, 64mbRAM, 4mh3Duccel, 6spCD.

MiG Alley

The Korean War, 1950 – the birth of jet warfare. With closing attack speeds of up to 1,000mph and without the luxury of modern radar-guided missiles, get up close to the enemy and showt them out of the sky. Take control of 5 totally authentic 1950s fighters and bombers, from the agile Russian MiG 15 to the awesome American F86 Sabre. 16 different aircraft - there can be up to 150 aircraft in the sky at one time! Campaigns, individual missions, multiplayer. IBM Requires: Pen 166, 800x600 SVCA, 32mRVM, Windows '95, dspCD-ROM.

Windows '95, dspCD-ROM.

Various

Various

Modern Warfare Collection Various
Has Apache vs Havoc, Falcon 4.0 and M1 Tank Platoon 2. IBM Requires: Pen 166, 132nhRAM, 4spCD-ROM, SVGA.

PEOPLE'S GENERAL
An absolutely stunning game using the Punzer General II system, with uncomparagraphics. Presents a disturbingly plausible, near future Asian conflict that escalates to involve virtually the whole world. Game play covers large areas of the Korean Peninsula, Southeast Asia, Stiberia, Ural Mountains and Ukraine. Choose from over 200 task forces from 191 stations, Fight either as Chinese or Western Alliance forces in Carde the U.S. Great Perinsula, Southeast Asia, Asia Station, Germany, France, Russia, Australia, South Korea, Japan, etc., Includes the Britain, Germany, France, Russia, Australia, South Korea, Japan, etc., Includes the Asia Children, Parkey Burdware and Asia And 199 Main Bast 5, 780, AsiX-13, Challenger II, AH-64, M109, M60/A3, etc. Also has an enhanced Battle Builder with a random clement. IBM Requires: Pen 166, 8p/CD-ROM, 32mhRAM, Mindows '95, 2mhSVGA.

Reinbow Six (Tom Clancy's)

RedStorm

The most revolutionary action/strategy game of its kind. Nothing comes close to offering such as exciting combination of strategy, team-building, realistic, 3D graphics and true-to-life special forces action. One shot kills. The ultimate goal is to save yourself and the world from deadly terrorists. You must successfully complete I7 unique missions, and if you die, the world is dead, IBM Requires: Windows '95, 4pr.CD-ROM, SVGA, Pen 166 with 3Dpt or Pen 200, forbhR.M.

IBM - \$30.00

Prima's Official Strategy Guide to Tom Clancy's Rainbows 1818.00

Mission Pack: Eagle Watch With five new, challengin missions, two new training levels, four new operatives, three new weapons, with missions including visiting a top secret Russian Space Shuttle!

Rainbow Six ROGUE SPEAR (Tom Clancy's) RedStorm The sequel to Rainhow Six. Blends spine-tingling tactics and explosive action into intense counter-terrorist warfare. Lead the Rainhow team of elite multi-national special operatives against two deadly terrorist organisations. Travel to real world settings across the globe, including a jumbo jet and Museum of Art. With sniper specialists, mission cultur, snow and rain, incredible 3D. IBM Reguires: Pen 233, with 3Daccel, 32mbRAM, Windows '95, 16bit4mbSVGA, 4spCD-ROM. IBM - \$75.00

SHADOW COMPANY Left for Dead SHADOW COMPANY LETT TOT DEAD

UDISOIT

Left for dead in the African jungle after a contract turned sour, the 15 shadow
mercenaries are ready to take revenge. Designed around a unique 3D engine, with
dozens of tools of the trade, jergs, breats, helicopters, tanks, etc; vast campaigns include
dozens of non-linear missions, a wide variety of landscapes, each mercenary in your
group has specific skills; up to 8 players over LAN or the Internet, IBM Requires: Per
MMX 233, 4mts3Daccel, 32mtsAM, 8xpCD-ROM, Windows '95.

IBM - \$55,00

US Amy Green Berets. With more than 25 deadly new missions over 5 locations from Thailand to Antartica, control up to four characters in campaign-style single player mode or comprete against friends; an impressive assenal of real military weapons including thermite and barrel-launched grenades, rocker launcher, sub machine gun. BM Requires: Pen MMX 200, 32mR/MM, 480,00-CD-R/M, 8m/35-Deart. IBM - 580,00

SOLDIER OF FORTUNE

The Operational Art of War Vol 2 Modern Ine Uperational Art of War Vol 2 Modern

Talonsoft
Set after 1955 to the current day, Fight in Victiman, over the Suez Causal, in Operation
Desert Storm, With full-function map, unit, and scenario editors, Historically accurate
scenarios and mages. Hypothetical "what-if" scenarios. Massive equipment database
with hundreds of tanks, planes, artillery, etc. Stunning 16-bit color in both 2D and 3D
modes. Adjustable unit scales from individual companes to entire corps. Two can play
hotseat or by e-mail. BM Requires: Pen, Windrows '93, 16mbRAM.

BM - \$75,00
Hashpoint KOSOVO What if NATO and Yugoslav forces had gone head to head
in Kostovo? Also new scenarios such as '99 invasion of o Vietnam, Libya vs Egypt, and
a what-if war between Russian and China. Scenario editors, massive equipment
database, stunning 16bit SVGA. IBM Requires: as above.

1BM - \$60,00

ULTIMATE FLIGHT IV

Various
Contains three combat flight simulators. Novalogic's Commanche Gold, Jane's F-15 Iet
Combat Simulator, and Jane's WWII Fighters. IBM Requires: Pen 200, 32mBrAM,
kspCD-ROM, SVCA with 3Dfauccelerator.

18M - \$50.00

EIGOS

A Da alventure which gives you complete freedom of movement to explore every area as you take on a mysterious cult. You play either a female street-wise opp or shadowy ex-soldier. You can engage in hand-to-hand fighting, heavy weaponty face-offs, which chases and building shoot-outs. Control police cars, vars, motor-bikes, ambulances. Snow, night and days, sladows, and real-time crashes. Set in a modern urban jungle. BM Requires:Pen 233, 32nnRepM, Windows '95, 4mbSVGA. IBM - 375.00

VIGILANCE Sega Stand against the gathering storm as one of 8 unique player characters – ex NSA, KGP BBI and other counter-terrorist operatives from all over the world, You'll have 40 unique weapons and power-ups at your disposal, in this 3D first or third person action/adventure game. You face terrifyingly real counter-terrorist missions in single player mode, or up to 20 playable characters in deathmatch mode. The battlefield is the world of today, recurrented with photorealistic 3D engine. IBM Requires: Pen 166, 32miRAM, Windows '95, SYGA.

WORLD OF COMBAT 2000 WUNLID OF CUIVIBAT 2000

Novalogic Contains three games in the one box, being: Communche 3, where you strap into the helicopter designed for the battlefield of the future, with over 30 missions, stunning 30 the terrain. for novice & expert players. F-22 Lightning II, where you take to the skies in the US Air Force's next-generation stealth fighter, with 36 missions, missions change according to outcome of previous missions. And Armorel For 2 MIA2 Abrams, where you command the main faulte tank of the US, where you control your own tank or your platron in over 50 missions. IBM requires: Win 95, Pentium 90, 16miRAM, SVGA, 49(CD-ROM.)

- 48(CD-ROM.)

# **Science Fiction**

ABOMINATION The Nemesis Project A Baldur's Gate-style adventure game with a Chiluhush-feel. An unstoppable plague swept America, and a cult was born in its wake. This cult offers absolution in the name of the Brood, a nightmarish amy of mutated Chiluhush's creatures. You lead a combat team against this cult, trying to stop them spreading this plague across the world. Explore an entire city, the frozen wastes of Sheria, jungles of Peru, etc. Over 100 realistic contemporary & experimental weapons, a unique seeded mission generator with over a million possible variations. IBM Requires: Pen 166, 33mbAnM, 2mbSVGA, 4spCD-ROM, Windows '95.

ALIENS Versus Predator

A Quake II-style game based on the trading card game of the same name, and upon the movie Aliens and the Predator movies. There are three campaigns, one for playing Marines, one for Aliens, and one for Predator. As Marines you start off at colony LV-426, sometime after the time of the movie Aliens. A new his-ovagons facility has been constructed near the old colony, to study the aliens, but the containment has been breached. Your battles eventually lead to a show down with the queen. As an alien, you have free 360° inovement, ie, you can run freely up walfs and even upside on the rooves, so the best way to attach your fixes is from above. Predators have the beet-thinlogy, but are few in number. Graphics are fantasits, but you can I save the game during a mission, only once it's been completed. IBM Requires: Pen 200, 3Daccet.

1884 - 350,00

Prima's Official Strategy Guide to Aliens Vs Predator

330,00



Sid Meier's ALPHA CENTAURI

Sid Meier has now taken the Chilizution concept into space! Explore the alien planet
that is your new home and uncover its myriad mysteries. Discover over 75
extraordinary technologies. Build over 60 hase upgrades and large scale secret projects
for your empire. Conquer your enemies with a war machine that you design from over
32,000 possible unit types. Terraform the alien handscape; features a random 3D world
spectator, five paths to victory; six levels of difficulty, a game/map editor,
customizable options, fight friends over internet, modern, serial link, etc. JBM
Requiters: Pen-133, Windows 95, IsomBAM, 49;CD-ROM, 2mbSVGA. IBM - \$50,00
Prima's Official Strategy Guide to Alpha Certauri
Sid Meier's ALIEN CROSSFIRE Expansion for Alpha Centauri with
seven new playable factions, research an expanded technology tree including new alien
concepts, new base facilities to build, 5 new weapon modules, 4 new armor types, 5
mey special abhitities, & expanded storythic on an alien plane.

IBM - \$40.00
Alpha Centauri Planetary Pack Contains both Alpha Centauri and Alien
Crossfire and Prima's Official Strategy Guide to Alpha Centauri.

IBM - \$60.00 Sid Meier's ALPHA CENTAURI

ASTEROIDS
The classic areade game now with next generation 3D graphics. Added enemies, advanced weapons, explosive effects, brave a multitude of hyperspace worlds, compret against a friend on one screen. IBM Requires: Windows '95, Pen 133, 16mbRAM, 90;CD-ROM, 2mbSVCA, 3D occelerator card.

IBM - \$\$90.00

BATTLECRUISER 3000 AD V2.08 AT I LEPURULEUR SHOW AD V-2.08 s 2000 AD 1920 and 1920 are some part of the property of the pr

Blood II: The Chosen

An extremely gory Quake II-style in a time of turmoil and decay, a dark organization with a siniser agenda casts its shadow over the world. But as their pict unfolds, an even greater evil pushes its twisted being at the very bindings of reality...but Caleb is back to fight them, not this time he is not alone. Can he hold the Chosen together long enough fight them, not this time he is not alone. Can he hold the Chosen together long enough registers, were 30 gory levels, explore vast 3D environments and destroy everything in sight, faur playable, fully-customizable characters, heaps of deadly weapons. IBM Requires: Pen 166, 32mbRAM, 4spcD-ROM, Windows '95, 3Dfx or Pen 233 without IBM - \$30.00 Blood II: The Chosen Official Strategy Guide

CODENAME EAGLE

A stunning Half-Life-style game. It is the early 1990s with a parallel timeline. The
Tasn's som Peter has already conquered Europe and now turns to the rest of the world.
You are a secret agent whose mission is to destruy the Russian war machine. With two
unique missions set in enormous 3D landssages, complete freedom of movement that
allows first and third person views, massive array of military and civilian vehicles.
Engrussing, cohesive storyline, hundreds of weapons & tools. IBM Requires: Pen 200
MMX, Windows '95, 32mbRAM, 4spCD-ROM, 3DAcclerator.

IBM - \$30.00

MMX, Windows '95, 32mbRAM, AspCD-ROM, 3DAcclerator. IBM - \$30.00

Command & Conquer Worldwide Warfare Westwood

Contains Command & Conquer, Red Alert, Counterstrike and The Aftermath, all in the one value packed box set. IBM Regulares: Pentium, Windows '95, 80mRAM, CD-RAM, SCOMMAND & CONQUER Gold Edition This is a new Windows '95 edition with all new features like head to head play, Super VGA graphics, smooth serviling screen, & These Pack with screen sweers, cons. etc. IBM Regulare: Windows '95, 80mRAM, Lop-CD-ROM.

RED ALERT This is a complete game, the sequel to C&C. Dark experiments have permanently altered time. Or have they! Soviet tanks crush city after city while the containing the sequence of the seq

Command & Conquer TIBERIAN SUN

The all new game of C&C. With his forces stronger than ever, arch villain and leader of The Brotherflood of Nod, Kane is pitched in an epic battle against the world's war machine—the Global Defense Initiative. Fight on dynamic battlefields, with terrain that can be destroyed and deformed. New units such as jump jet infantry, hover tanks, nuneling APCs; also new strategies to use. Units become faster and stronger as they gain combat experience. Covert missions, night missions, searchlights. Flying shrapned, shock waves, crashing debris. Single or multiplayer. IBM Requires: Pen 166, 32mBAM, 16hitSVGA with 4mh, 4spCD-ROM.

C&C TIBERIAN SUN Platinum Edition

Has the full Command & Conquer Therian Sun game, plus a music CD of the game's sometimek, a limited edition mannal with new conceptual art, photos, mission briefings; plus a 60mm (while kneeling) CDI or Nod pewter figure.

Firme S Official Strategy Guide to Tiberian Sun, 18 new missions as GDI and Nod fight to prevent CABAL's new world order. You can play as either side. New multis include cyborgs, mobile war factories, limpet drones, juggermant, mobile EMPs, multiple upgrades for existing weapous. Requires as above.

CYBERMERCS

With an alien threat to one of humanity's extraterrestrial colonies, super-human cybernetic mercenaries are sent to the rescue. In this sci-fi roleplaying game, you stop the aliens reaching earth, Features mission based gameplay, character advancement, real-time battless, interactive plot twists, 15 unique levels for single or multiplayer, free intermet play, co-operative or head-to-head via TCP/IP or LAN Network, and free add-to-missions available every month through the internet. IBM Requires: Pen 166, 32mbRAM, Windows '95, 4spCD-ROM.

IBM - \$90.00

DARK FORCES - STAR WARS

DOOM meets Star Wars! With graphics and world details the equal of Doom, and sound effects that are superior, this game is already extremely popular. You play the part of a mercenary working for the Rebel Alliance, trying to track down the Empire's

latest doom weapon - an army of cybernetic doomsday warriors. You have to infiltrate many Imperial bases, crawl through sewers, fight battles with Stormtroopers, automated defense drones, allens, etc., as you try to stop this latest Imperial strategy. The game is difficult, with more to do than just explore and shoot everything that moves. But if you find the game too hard, there are beaps of cheats on the bulletin boards. There are around time different weapons, including hand grenades, blassers, nocket launchers, etc. Good fant Itab Requires: 480/33 +, 8 mb RAM, Co-ROM, VGA, hard disk. \$40.08

DARK SIDE OF THE MOON SOUTHPEAK SILDE OF ITES MUON

A first person sel-advenure with 360° seamless, incredibly realistic, motion-picture game play, Explore a beautiful 3D world. Solve challenging story based puzzles. Confront tive-actors in your race to discover the truth about your rucle's mysterious death. Your quest will take you to the depths of a dangerous mining colony on the far side of the moon. But remember, nothing is as it seems, veryone you meet will have secrets they are trying to hide. IBM Requires: Pen 166, 32mbRAM, 2mbSVGA. \$50.00

DESCENT: FREESPACE The Great War

Descent goes flightsin with this revolutionary game! The heartless Shivars emerged
through subspace near Earth, harboring technology light years ahead of anything seen
before. They made no attempt to communicate. They did not respond to our
communications. They simply attacked - and destroyed everything in their path. 30
branching single-player missions, 20 multiple-player missions. 3 unique species, each
with their own tractics, ships, characteristics, over 40 stunning real-time ships, including
the unbelievably big capital ships; create your own missions, up to 12 players over the
internet. You fly 8 different fighters and bombers, you can engage the capital ships'
noving gun turrets, and can selectively target enemy ship subsystems. Damn! I wish I
add the required system specs! BIM Requires: Pen 133 with 30 accelerator, or Pen 166
without, Win 95, 32m/RAM, &spCD-ROM, hard disk, SVGA.

BSM - \$20.00
Silent Threat Official expansion, You've been asked to go behind enemy lines in
order to preserve a threatened peace treaty. With 40 new missions, 2 new killer ships
join your squadron, 4 new weapons, a new capital ship.

DESCENTE. EDEESDA-CE 2 DESCENT: FREESPACE The Great War

DESCENT: FREESPACE 2 Interplay
The year is 2367, 32 years after the Great War. As the Terran and Vasudan races finish
rebuilding their nearly decimated societies, an immessurable armada harks/arrives in the
far reaches of the Gamma Draconis system. It's the Shivan, come to find out what
happened to the 'according parry' they sent 32 years ago! With over 20 weapons the
destruction, 30 missions including massive sentently staff refreshage Mission Editor. IBM
Regulares: Pen 200, 32mbRAM, 8xpcD-ROM, 3Daccel card, Win '95. IBM - \$90.00

Interplay
The gut-wrenching saga continues with more pulse-pounding action than ever before. Dive into masive subterranean strongholds in full 360° freedom as you careen through canyons and craters on the surface above. Test your piloting skills against an army of battle-drones and assault bots. Filled with new friends and old enemies, with a plot that twists and turns with each mission. Features new engine. IBM Requires: Pen 200, Windows '95, 23mbRAM, 6pcD-ROM, 3Dfacard.

18M - \$50.00 Descent 3 Official Strategy Guide

idSoftware IUSOITWATE
Now available for DOS and Windows '95. You continue to play the tough Marine.
You heat the bad guys in DOOM I, but now they have invaded Earth, and you have 30 levels in which to try to rescue your world from certain doom. Requires: 2:pcD-ROM, 386/33+, hard disk, 4mhRAM, VGA.

Re-nelease of one of the original Doom-style games. Set in futuristic Los Angeles, you play the part of Duke Nukem as he takes on horders of vide aliens. 28 levels which we eventually see you on the mond 10 hi-tech weapons; you can run, jump, crawd, swim, jetpack, lay mines, etc. Total Pentium support gives hi-tres SVGA graphics. Also has a level editor. Has Duke Nukem 1 & II. IBM Requires: 486, 6mbAM. IBM - \$200.00

DUNE 2000

Dune 2000 is a completely re-done Dune II, specially designed for today's computers. Dune 2000 offers all the familiar units of the original: Deviators, Fremen warriors, the Sardaular, Sonic Tanks, Ornithopiers and many more. Players can lead the noble Arteides, the sneaky Ordos of the evil Harkonnen. This top-down wargame features over 40 missions and full motion video briefings, new strategies, special effects and music. Supports 8 Bit and 16 Bit hi-res color, and supports multiplayer. IBM Requires: Pent 90, 16mhRAM, Windows 95, 4spCD-ROM, 16bit SVG4.

BIM 330.00

Dune 2000 Prima's Official Strategy Guide 330.00

EMPEROR OF THE FADING SUNS EVITE ENUR OF THE FADING SUNS Segasoff From the roleplaying game, Fading Suns. Enter the realm of the Fading Suns, and become emeshed in a hold, Gothic world where advanced technology has plunged the galaxy into a new Dark Age. Explore new planets, research forbidden technologies and control the growth of an empire. Wage war with up to four opponents. Colonial outposts come to vivid life through fully realized environments teeming with trade and treachery. Continually evolving storyline provides multiple ways to with. IBM requires: Win 95, 486/66, JömbRAM, 2xpCD-ROM, hard disk, IBM - \$50.00

FALLOUT

A roleplaying game in the tradition of the classic Wasteland, 1,000 people have been living in a nuclear fallout shelter for 80 years following a worldwide nuclear holocaust. But the water recycler has broken down, and you are chosen to go to the surface to find a computer chip to fix it with. With gorgeous semi-ton-down 3D graphics there are 50 mini-quests with multiple solutions that take you through devastated wastelands. An enciculous turn based combat system lets you wound, cripple or kill. You can make your own characters in the game, they will remember your attitude in later meetings. If you insult some-one, don't expect them to be nice to you later. IBM Requires: Pentium 90, ImmeSVGA, IombRAM, 2spCD-ROM, hard disk.

FALLOUT 2

A roleplaying game in the tradition of the classic Wasteland. It's been 80 long years since your ancestor trod across the wastelands. As you search for the Garden of Eden Creation Kit to save your printive village, you path is strewn with crippling radiation, megalomanian mutants, and a relentless stream of lies, deceit and treachery. With Super-mutants, nob-o-fogs, and ghouls; you can upgrade your travelling companions; bigger, smarter, nastier enemies. Fall in love and even get married. Over 100 new skills. IBM Requires: Pen 90, 16mbRAM, 4spCD-ROM, Windows 95. IBM - \$30.00

GALACTIC CHALLENGE

Four sci-fi games in one pack, being Star Conitrol I where humanity is about to be destroyed by a savage coalition of alien races; Star Control II where the war is over and humanity can now explore and coloniuse 500 stars with 3,000 planets; Renegade Battle For Jacob's Star where you command a squadron of starfighters in the Renegade Legion universe; and Gateway where a portal has opened to a place fraught with danger and wonders, IBM Requires/486/66, CD-ROM, 4mbRAM, SVGA.

IBM - \$60.00

HEAVY GEAR

Activision

Based on the Heavy Gear roleplaying game, leaves all others behind! You can build a heavy gear from scratch with one of 16 customizable chassis, or pilot one of the provided Heavy Gears. IBM Requires: Win '95, Pen '90, I faith RAM, SVGA, 60, CO, ROM, hard disk.

\$25.08

Trima's Unauthorised Game Secrets of Heavy Gear

30.00

HEAVY GEARK II

Based on the Heavy Gear roleplaying game, this new, extremely improved version of
the game, has been rebuilt from the ground up. With special ops stealth squad missions,
indour/outdoor missions, enemy forces adapt to your factics, battle in swamps, even on
the outbull of starships! With an all new game engine that allows faster combat. Game
play graphics are truly summing. IBM Regulers: 3Daccel, Pen 166, Windows
Official Heavy Gear II Strategy Gulde

Official Heavy Gear II Strategy Gulde

A stunning Quake-style 3D adventure game. It was just another day at the office, until your science experiment blew up in your face. Now, with aliens coming through the

walls, a military death squad killing everything in sight, and your colleagues all dead, you're scrambling to stay alive. Featuring advanced AI in which enemies work together in teams to hunk you drown, monsters feature fluid and intricate motion, scripted animation, secured characters who will be the poor to the standard of the standar

Command a massive star fleet on an epic journey home, as your race embarks on a mass exodus from its colonised world. With 16 single-player missions or play on-line with up to seven others. Choose unit types, fleet formations, and flight tackies for each combat group; utilize advanced research to construct 54 ships ranging from light fighters to huge carriers; explore super detailed galactic regions from asteroid fields to nebulae. Weapons include mines, ion cannons, missiles, etc. IBM Require: Fen II 233, 23mbRAM, 450-DR-ROM, 4mbSVGA, Wandows '95.

INDEPENDENCE WAR Special Ed - Defiance Infogrames Features the original Independence War and the all new Indie Campaign Defiance. Now an experience both sides of the story in this space combar flight simulator. You take command of an 8,520 on 160 meter long Dreadmaghit class convetac, controlling any of the four bridge stations. Over 38 missions. Bible Requires: Windows '97, Southerling (56, 52m/RAH, 495CD-ROM. (For 3Dfs need P200 & 64m/RAH). Bible - 389,80

JEDI KNIGHT - Dark Forces II

Lucas Arts
Jedi Knight, the squel to Dark Forces, the Doom-style 3D Star Wars action game.
Kyle Katam is a young mercenary sent to inflittate the Empire. He enthers on a question of the sent of the star o

Fantasisc. IBM Requires: Aspressors, Function and IBM - \$50.00
MYSTERIES OF THE SITH Fourteen new levels with 13 total new
locations, including wampa-infested swamps, the foreboding fortness of KaTa the Hutt,
and the subterranean catacombs of a temple deep within the planet Drommund Kass,
You play a new character, Mara Jade. There are four new weapons, five new force
powers including Saber Throw, over 24 new enemies including torture droids, prirate
discussed the natured.

KLINGON HONOR GUARD KLINGON HONOR GUARD

Plunge into the Star Trek universe in this fast-paccel, high-action, first-person shows using the Unreal 3-D engine. Mayhem reigns as an assassination attempt on Gowron, leader of the Klingon High Council, has left the Enpire shocked and screaming for revenge. As a member of the elite Klingon Honor Guard, you must find out who did this and exact revenge. With 20 huge missions in 7 Star Trek settings, including a Bird of Prey, 10 unique weapons, 24 formidable enemies including monsters and other klingons, deathmatch capable, hand-to-hand weapons including Bat-leth. Includes the voice of Capatan Kurn. IBM requires: Win '95, Pentium 166, 32mb RAM, 2mbSVGA, 4spCD-ROM, hard disk. IBM - \$30.00 Microprose

MASTER OF ORION II

This game has gone straight to being my No. 1 favorite space colonisation and congragame. No other game even begins to compare. You can start with just one planet with low tech, and then expand your colony while developing tech. Soon you build simple starships and visit the neighboring star systems, sending out colony ships to suitable worlds. There are thirteen different alien races, including insects (my favorite, who produce very efficiently), subternaeaus, poilons, humans, etc. When you meet other players you can ally them, conquer them (and you don't have to exterminate their populations - at last! You can simply sick your marines on the planet and the aliens serve you.) or you can form trade or tech research agreements. I made an alliance with one computer opponent and he never once hackstabbed me, nor me him. There are hundreds of tech levels and fields to develop, eventually letting you build over thirry different structures on your colonies - and this is my favorite part. There are many different types of worlds, volcanic, desert, water, rich, and the graphics are completely stunning and measmorising. And as you later terraform and soil enhance these worlds, their appearances change. And the music is so relaxing and falfilling. BM Requires: 486/100+, 8megRAM, 8VGA, hard disk, CD-ROM, soundcard.

30.00

MECH COMMANDER Gold

Enhanced version of Mech Commander that has six new mechs, has the original 30 missions plus 12 new missions on the planer Cermak. New waypoint navigation system less you position your mechanisms with great precision and commot 1.th eriss Battletech mechanisms of plus one. Each mech is animated with over 100,000 individual frames. There are over eighteen mech classics such as the Raven, Mad Cat, and Adas. The mechs even heave frontings to suffer terrain, so you can determine what sort of enemy mech you are classing by seeing how deep the footprints are - assault mechs leave deep footprints! You can asslvage, repair, and use captured enemy mechs. You command up to 12 mechs, Repair, upgrade and organise your entire unit. Buy new mechs, weapons and pilots with resource points gained by winning missions, 30 great missions. IBM Requires: Win '95, Pentium 133, 32mhRAM, 4spCD-ROM.

IBM - \$30.00

Mechwarrior II: Titanium Tilogy 3-D Accelerated With both the classic and 3-D accelerated versions of Mechwarrior 2, Mechwarrior 2 Mission Pack, and Mechwarrior 2 Merconaries. And does the game look different with the 3-D interest with the state of the

MECHWARRIOR III

A huge step-up from Mechwarrior II. Includes deformable terrain – the buildings have destructible geometry, artillery shells pockmark the ground, the mechs even leave districtive foxoprints. Al is improved. Mechs use their arms to get back to their feet, mechs hide in water to launch ambushes, fight in stuming eities and even in caves, set and 3036, features a mission edutor, you can show down buildings so that they fall on mech locations, setup the needs outnots to suit your own style, multiple lissain action scenarios, play over medum or Lan or Internet. IBM Requires: Pen 166, 32mRdM, 8pcD-ROM, 2mlsVGA, hard disk, Windows '95, Mechwarrior III Official Strategy Guide

PIRATE'S MOON Expansion pack for Mechwarrior III by Microprose. A group of highly organised and rattless printes have taken a planet in your supply rotted your must fiberate the world by destroying them. Wife 20 new missions and a new campaign, 6 new BanteMerch chasis, 5, new seapons, night missions, and, you can play an elemental IBM Requires Pen 200, 32mbRAM, 2mbSVGA

IBM - \$30,00



MISSILE COMMAND Atari he classic arcade game. The Earth is under fire from alien missiles, and you have to defend Earth's cities from wave upon wave of these hostile missiles. Two modes of play, classic or ultimate. Great 3D graphics and animations, fantastic new worlds, weapons, enemies, power-ups, counter-strike capabilities let you turn back invasion, single or multiplayer (over modem, intended, IBM Requires: Pen 133, 32mARM, 2mbSO4A, 4spCD-ROM.

PHOENIX Deep Space Resurrection

A new-style of space combat 'shooter' where you take the role of Beck, a pilot in the space police force, who sumbles on an epic conspiracy. His adventures lead him into a dark underworld of sinister characters. Fly a vast array of spacecraft in a wide variety of missions, internat with other pilots, equip your ships with your choice of weapont experience a plot structure that takes different paths through the game, and epiloy an atmosphere where no-one is as they seen. IBM Requires: Pert II 266, 64mRAM, 4mds/VGA, Windows '95.

QUAKE
The next game from the people who brough us DOOM. And this is a fantastic improvement - and very popular. It's not far in the future, and scientists develop a Slipgate Device. But an aften terrorist instigates a war via Slipgates before our technology is perfected - and his name is Quake. Man plans to strike at Quake and take the war to him - but Quake strikes first. The military headquarters is overrun, and you are the only survivor. But you fight your way to one of Quake's Slipgates - and naw you are taking the war to him! Featuring dark, amospheric, sunning graphics as you claw your way through level after level. And the details on all characters is francistic even when the ensury are clothed storgune, milguns, perforators, grerade launchers, rocket launchers, and the Thundertolt - ray it. You'll like it. Use the same technique as watering your rosebush. The aliens throw all manners of ugly things at you to try to stop you. BMM Requires: Pentium or 48cDX100, CD-ROM, SVGA, hard disk, BmegRAM.

QUAKE The Offering Coutains Quake, Quake Mission Pack II. and Quake Mission Pack II.

QUAKE II
This is the best Doom/Quake game I've ever seen. For starters, the game is actually playable. Without using any cheats or even a hint book, I have been able to solve every level - you don't have to find secrets in order to progress to the next level. The game contains many missions, with each mission containing from two to ten levels each. So far I've completed around 50 levels/comlexes and the end is still nowhere in sight. Graphics are summing, game play is totally satisfying. We are proved, which are mostly combat cyborgs, can evade your attack, strategically position themselves for ambushes, and hunt you down. Hear distant explosions, neckes flying past your head. Stortly after landing on an alien planet you learn that hundreds of your men have been reduced to just a few. Now you must fight your way through heavily fortified military installations, lower the city's defenses and shut down the enemy's war machine. Only then will the fate of humanity be known. To play this game you must have your Regitoral Settings (flound in the Control Panel directory) set to English-Australian. Bub Requires: Win 95, Pentium 90, InfonBAM, SYGA card, Ago-QD-ROM. 330.00
QUAKE III Hint Book Prima's unauthorized guide to Quake II, including client codes, all the maps, all the secrets, etc.

Codes, all the maps, all the secrets, etc.

QUAKE III Arena
This latest Quake has been made specifically for multiplayer play, but you can still play it solitaire against computer controlled 'bots' with Al so cuming that you li have a hell of a time trying to beat does - you have a recognition of the trying to be the second them - your seconds. The world have a hell of a time trying to be the second them - you have a hell of a time trying to be the second them - you have a hell of a time trying to be the second the second to be considered to the second th

REACH FOR THE STARS

REACH FOR THE STARS

About time! The immersely popular Reach for the Stars, (used to be available on the C64 and IBM) is being completely re-done for today's generation of computers. This is the ultimate epic galactic strategy game. Has a huge campaign and more than 30 scenarios, with untimited gameplay with random scenarios. The computer Al is cumning and ruthless. Tacked combat with control over fleet formations, attack/defense orders and standing orders. Combat occurs as fleet engagements, planetary bombardments and invasions. A truly dynamic research and technology tree. Is outpute species with their own technology tree. Is cumpled the control of the complex process with their own technology trees, combat and ecutomic advantages. Also diplomacy and a scenario.

SHOGO Mobile Armor Division

A great looking Quade II-style game with a difference, you can play this one on foot or from inside your suit of powered armor, the MCAs, which runs, jumps, ducks, strafes, swins, and transforms into a hovertank. It is just as agile as the human pilot, but can do everything five times better. With four transformable power armor suits to pilot, animenspired characters and storyline, tue 3D environments, over 30 enemies to fight, the storyline and goal-based mission structure evolves based on your actions, 18 weapons, IBM regulars: Pen 166, 32m/bRAM, 4spCD-ROM, Windows '95, 3D 4mbVideo card for machines slower than Pen 233.

IBM - \$70.00

Activision The CEO of SinTEK Industries has released a DNA-altering drug which is converting people into genetically-engineered mutants into her own personal army. You are a prominent private protection agent, and now go head to head with Sin and her army, this Quake-II sayle SD adventure. Features different puzzles and new routes each time you play, new dangers and intelligent beings in every mission. Weapous include remote control devices, saiper rifle with anomable scorpe, experimental weapons; access computer terminals, courned security cameras, etc. Lorks great IBM Requires; Windows '97, Pen Ioo, 3zmbAMM, 4spcD-ROM, 2mbSVGA.

Sin Mission Pack; Wages of Sin Seventeen new missions, twelve new enemies, seven new weapons, Battle through "live" worlds, including the new had boss Manero's Casino Hotel, Shipyard, and mutation research facilities.

330.00

SINISTAR UNLEASHED GAINE LYNL UNLEASHELD

A visually stuming artade showt-en-up which submerges you into a hostile universe fraught with intense danger, as a newly discovered, evil species is attempting to create a biomechanical weapon called the Sinstar. You pilot a spaceship through areade action to destroy this weapon and the species building it. With great 3D graphics, cinematic real-time lighting and special effects, 24 single player levels, great combat sequences against enemy fighters, etc. IBM Requires: Pen lt 233, 32mbRAM, 3Dfax. \$75.00

SPACE INVADERS

Activision Includes's replica of the original arcade game Space Invaders, plus a hugely sazzed up version written for today's machines, Zap'em, dodge 'em and blast 'em in 100 fevels of lightning-fast arcade action. Test your skills against 13 enemy species and huge alien basess. Use explosive lasers and swarm missiles. Great graphics and swand effects, and you can have two players co-operating on the one machine. IBM Regulares: Wirelaws '95, Pen 150, JonibRAM, 4pCD-ROM, ZimbRAM AGP Video card. IBM - \$\$50.00

STARCRAFT

Blizzard

MurCuff pose to the stard In StarCraft, the only allies are enemies. Uses Warcraft's wonderful game engine, also used by games such as Red Alert. There are three unique allen species. The Nomadic Terrans, mysterious Protoss, or voracious Zerg. You must devise totally unique strategies to master the specialized units, abilities and technologies of each. Up to 8 player internet support. An unequaled campaign editor. Construct individual missions or entire campaigns with unrivaled options and ease. Revolutionary special effects, Read-time light sourcing, true line of sight and an advanced translucency engine convibrine for unpuralleled visual and tactical realism. Multiple theaters of hattie-engage in a deadly mix of space combat, planetary assault and covert base infilitation. Command Chors Espionage Agents, Protoss High Templars, and Zerg Defliers as you seek to conquer the galaxy. If Jusped one multiplayer game with a friend, and I'm

hooked now! I've begun the campaign as Humans, and wave upon wave of insectoid Zerg are currently overrunning human world after world. [BM Requires: Penitum 90, Win 95, Iohnhold, 2pcD-ROM, SVGA, Hard Disk.

BEM - 500.00 StarCraft Prima's Official Strategy Guide

STARCRAFT BATTLECHEST Includes Starcraft, Brood War, Starcraft Strategy Guide and Brood War Starcraft Strategy Guide, and free access to Blizzard's Battle.net gaming service.

service.

IBM - \$80.00

STARCRAFT BROODWAR Adds an entirely new campaign, plus new units such as Terran medics, protos air-attack fighters, Zerg diggers, etc.

\$30.00

STARFLEET ACADEMY

Interplay
It's here at last - now you can sit in the captain's chair of the Enterprise and engage
Klingon D-7 hartlecruisers! Now you too can be Kirk or Sulu, commanding the
Enterprise from the sold TV series, the Enterprise from the nowies, or the Exceptor. At
the Reliant, You go head-to-head with Klingon Birl of Prey, D-7 and D-74. a new
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aux, CD-ROM.

Starfleet Academy: Chekov's Lost Missions Contains a collection of seven new missions designed to specifically challenge your skills, leadership an tactical training. Features 2 new net games, external views, tutoring by Chekov an Suh.

STAR TREK: Armada The Borg have returned! You are in charge of either the Federation, Klingon, Romulan or Borg shirps that will wage war in epic battle. Build starships, construct space stations, research special weapons, Also a Klingon civil war, Romulan subterfuge and the Borg's earch for perfection. Blude your enemy by using one of the five kinds of nebulas to noticeal your forces. Assimilate enemy vessels and use their own shire acaning them.



STAR TREK: Birth of the Federation Microprose
Now you can control an entire Star Empire set in the Star Trek Next Generation setting.
You can play either Federation, Klingon, Romulan, Ferengi, Cardissian, plus dozers
of minor races such as Bajor, etc. You start off with your home world, in a galaxy that
you can set as small to large. Explore other systems, colonize them, develop industry,
develop dozens of types of technology in six fields. Construct, maintain and refit
Starship fleets and engage in turn-based 3D space combat. IBM Requires: Pen 166,
Windows '95, folit 2mb/SVG/4, 4pcD-ROM, 16mbRAM.

Birth of the Federation Official Strategy Guide

\$30.00

STAR TREK BORG
This re-released at a lower price live acting adventure has 120 minutes of original Star ret knoage on a 3 CD-ROM set. You are a cadet whose father was killed by the Borg and Wolf 359. Now, ten years later, the Borg have attacked again. Then Q appears and sends you back ten years to Wolf 359, where he gives you a chance to save your faint and the Federation. IBM Requires: Pen 90, 8mbHM, 3VGA, 2ptCD. B8M - 330.00

STAR TREK CAPTAIN'S CHAIR Using photorealistic QuickTime VR technology, Captain's Chair puts you on the bridge (and behind the panels) of your favorite Star Trek ship, including the spectacularly recreated original series Enterprise NCC-1701.0, the Enterprise NCC-1701.0, E. the Charles NCC

STAR TREK FEDERATION COMPILATION Interplay A compilation of three classic games, Star Trek 2st Anniversary, Star Fleet Academy, Star Trek Judgement Rites, IBM Requires: Pen 90, 16mbRAM, 4spCD-ROM, hald, \$V9CD-ROM, hald, \$V9CD-R

STAR TREK ENCYCLOPEDIA Version 3.0 SS
Updated version. The interactive reference to the entire Star Trek history thus far, is available on this four CD-ROM set. Has more than 3,000 photos, more than 400 video clips. Covers the events, races, planets and stars, weapons and tools, medical equipment and main and supporting characters from the original Star Trek series, Next Generation, Deep Space Nine, Star Trek Voyager, and first seven films. IBM Requires: Wn 93, Pen 90, 16mbRAM, 2spCD-ROM.

Mac or IBM - \$60.00

STAR TREK GENERATIONS
Now you can relive the action of the STAR TREE GENERATIONS

Now you can relive the action of the movie as a computer game. Become your border

Star Trek characters in 12 intense and deadly 'away team' action missions in a firstperson perspective. Pilot the USS Enterprise and combat Klingon and Romulan
warships, Features frotage unique to this game. IBM Requires: Pen 90, 16mbAM,
Windows '95, 4spCD-ROM, 2mhSVGA.

STARN INCEN CHF I SE.I Contains from 18th Teleprocusty released games/features. The Star Trek proviously released games/features. The Star Trek Omnipedia with thousands of text, diagrams, photos and video entries; The Star Trek Next Gen Episode Guide with trailers from all 177 original shows; the Star Trek Next Gen Interactive Technical Manual where you can have an official inspection tour of the Enterprise; and Star Trek Klingon Language Lab with 24 minutes of power Klingon, taught by Michael Dorn, of course. IBM Requires: 486/66, 8mbRAM, 2xpCD-ROM, \$40.00

STAR TREK KLINGON SEAR ARGON BAZINGOVII This re-released at a lower price live acting adventure has 90 minutes of original Star Trick forotage on a 5 CD-ROM set, and was directed by Jonathan Frakes. You play the role of a young Kingon warrior whose failer that just been murdered in his own home. Helped by Gowron, you have to find the nutureler and close the circle of vengeants. BIM + \$30.00

STAR TREK: NEXT GENERATION A Final Unity With all the crew of the Enterprise, with digitized graphics and voices of the real cast. The crew is all here. You hear Riber report that a ship is speeding through the fivihidden Neutral Zoue. Data amounces it is a Gardian vessel. Trot explains the Gardians may be on friendly terms with the Romulans. Captain Picard orders an intercept, and suddenly, you are there ton. With an epic original interactive mystery that takes you from the outposts of the Federation through treacherous shields-up confrontations, and beyond into the uncharted dangers of a massive nebula. You are in command of the Enterprise and its crew! Stuming graphics and sound. IBM Requires: 486+, CD-ROM, 8bmRAM, SVGA, hard disk. \$20.00

STAR TREK OMNIPEDIA STAR TREK UMINIPEDIA

The comprehensive, voice activated electronic database to the Star Trek universe,
Utilizes photoes, video, graphics text and audio to bring to life thousands of indexed
renties, cross-referenced from the three TV series and six classic feature films. Includes
charts, maps, starship diagrams, 3D realistic renderings, etc. Includes a free Star Trek
Omnipedia hat, and a Star Trek Epies Collection on Audio. IBM Requires: 486 or
SVGA, Microphone (to use voice accivation option), 2pcD-ROM, 8mRAM. \$19.00 STAR TREK: Starfleet Command STAR TREK: Starfleet Command
Interplay
A strategic game of starship combat in the Star Trek universe. Experience a 30 year
campaign that takes you from Lieutenant Commander of a frigate to a Rear Admiral in
control of a tosk force including destroyers, heavy cruisers and dreadnoughts, Based on
the brandgame Sarffeet Battles, this is an amazing real-time space combate experience.
Over 50 uniquer campaign missions and individual scenarios. Over 50 hull designs,
repair and refit ships between missions, multiple tutorials, etc. Looks very good. IBM
Requires: Pen 200 or 166 with 3DAccel, 32mbRAM, 4spcD-ROM.

18th - \$80.00

STAR TREK STARSHIP CREATOR SIAR IREK STARSHIP CREATOR

S&XI
Build your own Federation starship by mixing and matching parts to create your own unique Starfleet vessel. Print it and name it. Then equip your ship with Star Trek technology and systems from living quarters to photon torpedoes. Select a crew from 100 of your favorite Star Trek characters, You can even import your own picture and bio and nake yourself capatin. As the ultimate text, send your ship out on missions. With groot planning and a good crew, your ship will succeed in achieving mission objectives. BM Requires: Pen 90, 16mb/RM, 2eptCD-ROM, SVGA. 18BA - 375.00

STAR WARS Episode I The Phantom Menace Lucas Arts
A 3D advenure where you take the roll of Ohi-Wan Kenobi, Qui-Gon Jinn, Queen
similation and Captain Paradas. Play through the events of the film, plus go to engaging
similation and Captain Paradas. Play through the events of the film, plus go to engaging
lightsabers, and biasters. Explore heautiful Nahon, wander the streets of Mos Espa,
journey through the skylanes of Corussant, Interact with hundreds of creatures from the
movie. IBM Requires: Per 200, 32mhRAM, 4mh3Daccet, 4gr-200. IBM – \$50.00
Star Wars Episode I Phantom Menace Official Strategy Guide \$0.00

STAR WARS Episode I RACER
A pod-racer simulation. Relive all the excitement of podracing in the movie as you fly
up to 950kmp! Race in furious competition against 21 opponents, visit 21 tracks on 8
worlds, avoid hazards, spectacular 3D erivorionments, sound effects taken statisfie from
the movie, multiplayer through LAN. IBM Requires: 4mb3Daccel, William 590, Per
166, 32mb8AM, 4spCD-ROIL

STAR WARS REBELLION LucasArts STAR WARS REBELLION

Galactic colonization and conquest on an epic scale, set in the Star Wars universe. Take control of either the Rebel Alliance or the Galactic Empire as you vie for the support of up to 200 worlds. The real-time environment will test your strategic mettle at every run. Features comprehensive resource management. Strategic aspects of the game let you manage manufacturing which includes dozens of capital ship types such as Star bestroyers and freighters, as well as eight types of fighters, resources, fleet deeployment and mission assignments. Also features an innovative 3D battle simulation where you take complete control of entire battlefleets of space ships in dramatic battle sequences, almost a separate game in itself. There are dozens of characters for both the Rebel Alliance and Empire. Can be played two player. IBM Requires: 4spCD-ROM, SVGA, Pentium 100 (for 2 player, Pen 90 for 1 player), hard disk, 16mbRAM. IBM - \$\$0.00

STAR WARS ROGUE SQUADRON 3D LucasArts
After destroying the Deathstar, Luke and Wedge form the Rogue Squadron, a group of
21 of their best sarfighter pilots. You play the part of Luke, to engage in intense, haspaced planetary ground-to-air and air-to-air missions, dogfights, search and destroy,
recomaissance, hombing runs, rescue assignments, etc. A stuming game utilizing the
lastest 3D hardware. Fly X-Wings, Y-Wings, A-Wings, V-Wings in 17 missions.
Battle Tie Figherts, Bombers, Shuttles, Walkers, etc. IBM Requires: Windows '95, Pen
166, 32mbRAM, 4mb3Dfx Card, 4spCD-ROM, hard disk.

IBM - \$75.00

STAR WARS X-Wing Alliance
You start off as a pilot defending your family's business empire, then you join the
Rebellion as a pilot of X-Wings, A-Wings, B-Wings, Y-Wings, until eventualization
fly the Millennium Falcon during the Battle of Endor. Fifty story described by the Millennium Falcon during the Battle of Endor. Fifty story described by the Company of the C

System Shock Z

A Quake II-style sci-fi horror. You awake aboard a derelict spaceship, with an implant in your mind that has crassed your memory. All of the ship's crew are dead, but an alien naterial is showly ozzing all over the ship, turning the dead crew into zombies. And then you begin to encounter horrific creatures. But behind all this terror lies the evil cyber-being Shodan. Up to forur player multiplayer lets you co-operate! I'vith each other to overcome Shodan. BM Requires: Pen 200, 16hisVGA, 32mbRAM, 80cD-ROM, Windows 39, arhsDacral.

THE NOMAD SOUL

Responding to desperate pleas of a mysterious character from another dimension puzzles soul must enter the dark and finturistic city of Omitron. An epic adventure with puzzles to solve, intensive storyline, a huge living environment in real time 3D with hundred of passers-by and vehicles to intensat with. 200 minutes of diame with ead time lical motion capture. IBM Requires: Pen233, 32mbRAM, 4mbSVGA, 4spcD. 375.00

A THE A-TILES GAME

An adventure game using live-action film, including David Duchovny and film Anderson. You play the role of Craig Willmore, assisgned to assist Special Agents Mulder and Scully in their latest investigation into paranormal activity. Follow a trail of elusive clues, stift through evidence at crime scenes, use a wide variety of standard issue FBI equipment and tools, conduct interviews with witnesses and suspects, to solve the case. All original footage. The branching multiple plot lines change in response to your cairous. IBM Requires: Pen 120, IombPAM, 4spcD-ROM, SVGA.

BM - \$30.00

Prima's Official Strategy Guide to The X-Files

TOTAL ANNIHILATION

Cavedog

A Red Alers-style game. What began as a conflict over the transfer of consciousness
from flesh to machines has escalated into a war which has decinated a million worlds.
You fight 50 single player missions, controlling and fighting 150 different units, over a
variety of worlds including snow, open water, lava, high mountains, and metal worlds.
Features realistic 30 fring rajectories using true physics for cannous, missiles, rockets
and nukes; control the sea with a full complement of advanced naval units; true 3D
terrain that can be climbed over, around, and use to advanage; and great explosions!

IBM Requires; Win '95, Pentium 100, 4spCD-ROM, SVGA, 16mbRAM. IBM - \$30.00

UFO Enemy Unknown

Classic reprint. You are in control of X-COM, the world's secret organisation formed to fight the ever increasing alien menace. Shoot down UFOs, investigate c crash sites, analyse alien items, build new superveapors, save the Earth!. IBM Requires: 386, 29pCD-ROM, AmiRAM, sound card.

UNREAL TOURNAMENT GTI UNREAL TOURNAMENT
This is currently one of the most popular online computer games, which can also be played solitaire against the computer. For solitaire, seven computer teammates assist you against eight computer ententies — and you can practice on any of the fifty! levels without having to complete earlier ones. Levels include galleon ship, Egypytian tomb, submarine, speeding train, space castle, etc. Looks funtastic! You can customise you receive detailed summary/performance reports. More than 10 awesome weapons: the four game types are Domination, Assault, Capture the Flag, and of course the four game types are Domination, Assault, Capture the Flag, and of course Deathmatch. But Requires: Per 200, 32m/RRAM, Windows '95.

WARGAMES

EA

Revolutionary 3D graphics with 3DFX chip set support. From New York to the Alpine
Slopes, blast your way through real global environments, Real 3D weather effects make
spontaneous troop novements and flexible battle plants critical. Exploit environmental
advantages, use the terrain to hide and launch surprise attacks. Square off against
advanted AI, command futuristic NORAD or WOPR units from tanks, destroyers,
bombers, dreadnoughts to laser tanks and meets, Supports multiplayer. IBM Requires:
Pentium 133, 16mbRAM, 4spCD-ROM, SVGA, hard disk, Win 95.
Playstation - 590.00

Wargames Exclusive Strategy Gulde

\$30.00

WARHAMMER 40,000 CHAOS GATE

SSI

Command a squad of up to 20 Ultramarine Space Marines and pursue the evil Chaos horde through the Warhammer 40,000 universe. This is a squad-level, turn based tactical game that pits you against Clause Lord Zymran, in an attempt to unravel the mystery of an ancient relic. You can immediately play the campaign game with 15 securities, or can practice and gain experience for your squad by playing random nuissions. There are a total of 50 Space Marines to choose from, including Terminators, Assault Troops and Devastators. You can build your own nuissions with the Mission Editor. Command vehicles such as the Predator, Rhino, Land Speeder and Deradnought, Marvel at the glorious 3D rendered weapon effects, including missile launchers, plasma guns, heavy flamers, lascamones, vortex grenades, and psyler comhat. Supports multiplayer. IBM requires: Pen 166, 32mh/MM, Win 93, 8q/CD-ROM, 2mh/SVGA. Slight damage to boxes, so special price...

IBM - \$35.00

WARHAMMER 40,000 Rites of War

SSI
Warhammer 40,000 with the Punzer General II engine! The mystic Eldar must battle eralless hordes of bio-engineered tyrantids. This is a turn-based strategy warpame with units twice the sizes as in Punzer General II, which are also animated when they move, fire and die. Easy to learn to play, but with heaps of deep strategies to develop. Has a 24 mission campaign, plus additional single, and multiplayer scenarios that you can

command as Tyranids or Eldar. A Glory point system lets you build and customize armies with your choice of unit types, wargear and warrior skills. The better you do in each mission, the more points you carn. 70 beautiful Eldar and Tyranid troopers, characters, and vehicles. IBM Requires: Pen 200, Windows '95, &pcO3-ROM, 64mBAM, AmSVCA.

X-Beyond the Frontier

Combines the longevity of the renowned Elite series with the spectacular technology of today's contemporary ganing. Stunding 3D environments, epic battles, diplomacy, construction, exploration and trading combine to create one of the largest games ever. You are the pilot of an experimental craft that accidentally drong you into an unknownessor of the universe. Your mission is simple, get home alive, and encounter different civilisations, engage in diplomacy, but if you ally one race, you may make entering with another. 18bM requires: Pen 166, 32mM/AM, 3Daccel, Windows. IBM exprises.

X-COM APOCALYPSE Microprose
The ultimate strategy combat game. A substantial upgrade from the previous two XComs, You command the elite X-COM troops as they strive to investigate and repel an
alien invasion of Earth. By living scientiss and engineers, you can research and
manufacture new weapons, vehicles and armor. You must discover the source of the
alien invasion, penetrate the alien homeworld and destroy their control centure. IBM
Requires: Pentium 75+, 16mbRAM, SVGA, CD-ROM, hard disk. \$20.00

Requires: Pentium 75+, IombRAM, SVGA, CD-ROM, hard disk.

X-WING vs. TIE FIGHTER

Lucas

One of the gaming advents of the year. At last you can go head to head against other human players flying X-Wings and Tie Fighters. You can play against the computer or 2-8 human players over a null-modem, modem or the internet. Fly over 50 combar missions in 9 meticulously enhanced Sar Wars starfighters. Engage in meless, taking on all rivals, to see who is the best pilot. Chose your card and you weapons. Graphics are absolutely superb, and you don't have to pass some shupid flying academy before you can do the real thing, but there are training flights you can take that talk you through the various keyboard controls and weapons systems. You can play Imperial or Rebel. Capital ships are beauful but much tougher than there were in the movies. Comes with 2 CDs for multi-play. IBM Requires: Win '95, IombRAM, 2xpCD-ROM, SVCA.

SVCA.

BALANCE OF POWER The one criticism of X-Wing W TIE Fighter was that there was no campaign, just unrelated scenarios. This expansion CD is an all new story-driven campaign, one for the Imperials and one Rebel. There are 30 missions in which up to 8 players can play uc-operatively. Seek out and destroy a Rebel shriyardi, ravage a Super Star Destroyer. Looks great!

# **Fantasy**

AGE OF WONDERS

AMENZJONE

A stunning first person adventure in the league of Myst, set in today's world. The pursuit of an explorer's dying wish leads you to the far-off land of Amerzone, an imaginary Central American country ruled by a power-cray dicator. With a rich storyline that combines reality and fiction, fabulous graphics and animation, hundreds of locations to explore, beaps of challenges to solve, 360° vision. IBM Regulers: Per 166, Windows '93, 32mbRAM, SupCD-ROM, 2mbSVCA.

ANCIENT CONQUEST The Golden Fleece

A real-time strategy adventure game set in the days of Hercules. You must find and bring back the Golden Fleece. With 14 missions in the campaign, 40 custom missions found in any of rirrenes, earn money from natural resources, fight against mydlical Greek mousters and other monsters, fight Persians and barbarians, attract ancient heroes to your cause, build temples and develop 12 magic technologies, great traval battles, 3 difficulty levels, scenario editor. IBM Requires: Windows '95, Pen 133, 16mbRM, 1804, 590,00

ASHERON'S CALL
Microsoft
An online fantasey roleplaying/combat system. Venture into an in-depth, massively
multiplayer world of mystical combat, challenging strategy, and suspenseful
exploration. Journey through a ladyrind no substernate an exacomba filled with perilous
secrets. Enter the untained wilderness. Huge environments, over 500 square miles. A
unique allegiance system encourages experienced and new players to team up. The
world is constantly evolving, spells, you can create your own unique character, plus
brudes of different monsters. IBM Requires: Pen 166, Windows '95, 32mbRAM,
modem, internet access, 500x600 SVGA.

ATLANTIS II

Ten, descendent of Seth, the original hero of Atlantis, is plunged into an adventure unlike any other. Discover beautiful settings, mysterious puzzles, unusual creatures and strange creatures as he travels to Tibet in order to learn of the nature of his quest. Has five mussive areas to explore, over 60 3D characters to interact with, which even have real-life expressions! If you fail the quest, times of chaos will fall upon the lands. IBM Requires: Pen 200, 32mbRAM, 8xpCD+ROM, 2mbSVGA.

IBM - \$89.00

BATTLESPIRE
From the epic roleplaying world of Daggerfall and Arena, springs forth a sinister tale of mortal contlict and triumph. The celestial citadel known as Battlespire has been ravaged by a black hearted Daedra Lord. If this evil Lord and his minions can so easily brush aside an entire defending garrison, what chance do you have alone? Custon-bull your own character, chat with, conspire and then betray your enemies. Battle fiends so cunning they smell your blood, hear your footsteps, track you like pery. Explore exquisitely detailed 3D interiors and exteriors. From ominous dungeous to towering eastles. Supports multiplayer play. IBM Requires: Pentium 133, SVGA, 4spCD-ROM, hard disk, 16mbRAM.

\$30.00

BLACK MOON CHRONICLES DLIACK MOUN CHRONICLES

CTYO
With a Warbanner Fantasy-feel, this is a fantasy wargame of army combat and
strategy in a world of magic and mayhem. Command hundreds of flighting units at any
one time in gigaanic hattles. Assign troops to larger formations. Has four different
nations you can plya, Empire, Justice, Light or Black Moon, each with its own units.
buildings, weapons, etc. Map and level editor allows you to create new and varied
scenaries. Over 100 progressive missions in 5 camraigns. Build up to 120 building
types and 80 unit types. 6 races included are the Empire Duraves, Elses, Giants,
Undead, Ores and Demons. IBM Regulres; Windows '95, 32mbRMAM, 8ppCD-ROM,
2mbSVGA.

Blizzard Game of the Year Collection

Contains three of Blizzard's most popular games, Diablo, StarCraft and WarCraft II.

IBM Requires: Pen 90, 16mbRAM, 4spCD, SVGA, Windows '95.

IBM - \$90.00

CAMPAIGN CARTOGRAPHER 2

Covabungal Just what I've always wanted - a computer based package for drawing mags, including all of those quirty little symbols that make RPG mags so visually exciting (like trees, mountains, trowns, roads, rivers, battlentaps, cusalines, etc.). Comes with a large, thick 240 page namanal. Tutorials run you drough the basics of drawing your map and placing various items. (I was having so much fun placing little ships that actually laughed out loud at one stage!) First you decide the scale of the map, then draw crastilines. You then fill your land masses with mountain ranges, forests, jungles, deserts, swamps, cities, towns, villages, battle sites, evil temples, etc. Each of these features can also be shawn in appropriate color, on screen, or when printed. By using a cAD feature referred to as levels, you can make several maps from one original, each showing different levels of detail. The one with lowest detail, e, mountains, forests etc. is the first one you give to player characters when they start a new campaign, And being able to print maps from any zoon level is a great bonas too. BM Reger, hard lists, 3.7 PDD, SVG4, maxes, Whodows 95, Pentium 90, HombRM.

EMM - 130.00

DUNGEON DESIGNER 2 Adds awessome new powers of invention to CC2 and the AD&D Core Rules 2. More dhan 500 stuming symbols for creating beautiful, exciting dungeons. It's got everything you need from simple doors, windows and furniture, to devious traps, cave formations and religious relies. You can also create perfect floorplans in minutes by selecting room and corridor symbols and plugging them together. Requires as showe.

EMP - 370.00

CITY DESIGNER 2 From the smallest village to the greatest metropolis, mow you can create beautiful, incredibly detailed city maps with ease and speed. You chose the shape & style of each house down to the chimmeys, color coding for different street of different buildings with two clicks. Over 1,500 pre-drawn Smart Symbols for a decreated process. CAMPAIGN CARTOGRAPHER 2

A 3D roleplaying adventure, a bit like *Diablo?* Evil has returned to the land. A dark tide of death and destruction is now raging over your once peaceful realm, turning brother against brother, claim against claim. So you embrate on a quest to slay the demonic

monster behind this madness. Conquer malicious hordes and mythical beasts through hundreds of miles of dangerous lands, wage war with swords, axes and magic through nine quests, seven levels, and five sublevels. Cast spells, unarel puzzles, interact with extraordinary creatures. Multiplayer can be co-operative or competitive. IBM Reguliers. Windows '99, Per 120, 32mb/AlM, SVGA.

DARK STONE DARK STUNE?

This is a 3D fantasy adventure. The world is living under the dark shadow of a nefarious drugon. Villagers are turning to stone. Armies of skeltons, swamts of wasps, and lumbering ogres lurk everywhere. Evil is spreading like a vine. And only you can stop it as you lead your parry of adventurers in a world with over 100 evil creatures, 25 levels of dungeous, more than 200 enemies and interactive characters. Sp. Bayable characters, a random quest generator, complete camera control, more than 30 types of weapons. IBM Requirers: Windows 95, Per 213, 32mb/MAM, 4mb/D, &ptCD, 975.00

BLIZ
This is a very popular game. You embark on a quest to destroy the lord of all evil. Diablo. Feet the terror of a world held in the grasp of the lord of all evil. Over 200 different monsters inhabit this ever changing world. Storm Diablo is lails as either warrior, sorrerer, or rogue, each with unique skills and abilities. March through endless lands with flowing lava, burning sulphur, medieval villages, etc. Up to four players can unite to destroy Diablo via latternet, network, or row or he abed-oh-ead. The game offers unite to destroy Diablo via latternet, network, or row or he abed-oh-ead. The game offers with spira-chilling SVGA graphics, 3D modelling characters from a semt-noy down 3D view, real time lightning effects, etc. BM Requires. Pentam 60+, 8megRMsl, SVBA and disk, CD-ROM, sounderd, Win 93. Includes Official Strategy Guide to Diablo The Official Strategy Guide to Diablo The Official Strategy Guide to Diablo and rule hell himself, and gathering together a smal army of never seen before monsters, how poses a threat almost as deadly as Diablo himself. So up against Na-krul you go! With 29 new fores including a lich, undead, skeleton sourcerer, grave digger, hork demon, etc. 30 new items, seven new spells including a lightning wall and warp; a new character class, the month, and all-new randomly generating levels.

DISCIPLES Sacred Lands

S.First
Four races clash with swords and sorcery in a desperate bid to control the destiny of
their gods. Take on the quest as a champion of the Enpire, the Mountain Claus, the
Legions of the Danmed, or the Undead Hordes. Classic turn-based strategy and RPG
action in a fully explorable medieval finatesy world. Be a mage, warrior or guildinaster.
Over 100 spells, great chanceter evolution, 4 complete campaigns, powerful scenario
editor. IBM Requires: Pen 166, 32mbRAM, 3DSVGA, 4spCD-ROM. IBM - \$30.00 DISCIPLES Sacred Lands

DISC-WORLD NOIK

Walk the mean streets of Ankh-Morpork in this latest addition to the Discworld saga, as you play the part of a private investigator working for Carlotta, a dame who is a world of trouble. To complicate things, a psychotic dwarf is following you, and a walking mountain with a tiny brain is also causing you trouble. This is a 3D robelpaying adventure, in which you can talk to almost 70 characters including well known ones, visit over 70 stunning locations as you attempt to solve nurders and mysteries. IBM

Requires: Pen 166, 32mbRAM, 8spCD-ROM, Windows '95

IBM - \$90.00

MAGA A 3D roleplaying adventure. Set in London in 1904. Seven years after defeating and destroying Dracula, Jonathan Harker finds out that his wife Mina has fled London to Transylvania to Dracula's cashel. What if Mina were back in the grip of evil? What if Dracula is back from the deat? From the Borgo pass to the vampire's castle, hund down the prince of darkness in lavish 3D settings as you search for Mina. Beware of female vampires and Dracula's henchmen. Chat with the 3D characters you meet, but beware of what goes on behind you! (MA 15 years+ rating). IBM Requires: Pen 166, 32mbRAM, 4spCD-ROM, Windows '95, 10hitSVGA.

DRAKAN Order of the Flame

A 3D roleplaying adventure, with a seamless blend of aerial and ground-based gameplay, You are Rynn, a warrior-heroine who teams up with a wise and powerful dragon named Arokh. You have to rescue your brother from an evil soucere. With 11 massive multi-mission levels, tropical islands, underground cities, 20 interactive characters, real-time in-game cut-scenes. IBM Requires: Pen 106, 32mbRAM, 4mbDirect3Daccel, 4spCD-ROM.

IBM - \$50.00

DUNGEON KEEPER 2 DUNGEON KEEPER 2

Bullifrog
Discover your dark side as you build your own underground kingdom, but beware, you
are not alone. Populate your dungeons with hordes of devilish creatures, but you'll also
need to ally yourself with the evil horned reaper, who will be your most potent weapon,
if you can control him. Build rooms filled with fiendish traps; feed, train and entertain
your creatures; take control of your creates from the first person; looks great with or
without 3D acceleration. IBM Requires: Windows '95, Pen 166, 32mbRAM,
2mbSVA, 4pcC-ROM.

EVERQUEST Ruins of Karnak

A new online fantasy roleplaying game, similar in concept to Ultima Online. Adventure online in a world that can be populated by more than 1000 other players. Journey across continents filled with periloss dungeous, errie crypts and mysterious underwater landscapes. Choose from 12 unique races and 14 distinct classes. Supports Microsoft and Collect, both magical and mundane, Explore five enormous continents, as well as other planes. Contains the game plus the expansion. IBM Requires: Pen 164, 23mbAnd, 30pf. Modem, Wind.

Everquest Ruins of Karnak Hint Book Due May

\$40.00

GABRIEL KNIGHT 3 Blood of the Sacred/Damned Sierra GABMELL KNIGHTI 3 BIOOO of the Sacred/JParillined Sieffe A 3D first person mystery-adventure. Go to a emote French village, where you play the parts of Gabriel Kught and Grace, in pursuit of a kidnapped child. But a deeper, far more frightening story begins to unfold. Whispers of a sacred bloodiline, vampires and a boundless treasure. Your ultimate destiny is to solve a dark mystery held secret for thousands of years. Find, acquire and steal a vast inventory of clues, tools, cash, etc. Solve intricate puzzles. Interact with characters you cannot trust. IBM Requires: Per 166, 3Daccel, 2mhRAMI, 1604SVCA, Windows '95.

HEROES OF MIGHT & MAGIC Millennium Edition NewWorld Contains four great games in the one package – Hernes of Might & Magic, Heroes of Might & Magic II, Both Requires: Pen 133, 32mBeAth, 800x6005VcA. IBM - \$90.00

HEROES OF MIGHT & MAGIC II

Lord Ironfris is dead and the Kingdom is plunged into a vicious civil war by his feuding sous. At stake is the ultimate prize: control of the land and succession to the royal offering. Will you support the villainous usurper and lead the amiles of evil, or be loyal thorse. Will you support the villainous usurper and lead the amiles of evil, or be loyal interactive campaign storyline. With 40 campaign scenarios (twenty each for good and evil), tons of new skills, spells and artifacts, 65 hences, 66 monster types; expanded interactive battlefields with enlarged combat maps. IBM Requires: 486/66 \$20.00

Interactive battlefields with enlarged combat maps. IBM Requires: 486/66 \$20.00

HEROES OF MIGHT & MAGIC III

NewWorld When Erathia's King is murdered by traitors, he is resurrected as an undead wardord who leads a rubless invasion of his former Kingdom. Lirde resistance is met until his daughter Catherine, Queen of Euroth, returns to ber homeland commanding an amy of elite Eurothian warriors. Not only must she defeat her father's army, but she also wishes to free him from the dark prison of his undead body, Characters, buildings, environments and weapons are all pre-rendered in 3D and appear in a new 800x600 his-res, 65,000 color world. A simple to use turn-based game with a very challenging environment. 8 completely new towns and castles, 16 different hero types, more than 120 different combat units. Realistic animation, improved multiplayer via hot-seat, LAN or internet. IBM Reguters: Windows 95, Pen 133, 32mb/MM, 4spCD-ROM, 16th 3Vx6.

HEROES OF MIGHT & MAGIC III Official Strategy Guide

Heroes of M&M III Expansion Pack Armageddon's Blade with 3th rew campaign for advanced players.

Heroes of M&M III Compendium Contains both the game of Heroes of M&M III Compendium Contains both the game of Heroes of M&M III Compendium Contains both the game of Heroes of M&M III Compendium Contains both the game of Heroes of Might & Magic III plus the expansion pack Armageddon's Blade.

KING OF DRAGON PASS Runequest

KING OF DRAGON PASS Runequest
An official Runequest computer game. Immerse yourself in the mythical world of Gloranta, with theness, pols and high absentant. The fate of an entire people is in your hands as you colonize the magical hand. Discover stories to test your wits as you search for treasure, butter for magic, re-emact mythical deeds, fulfill ancient prophecies, mutre warriors, fend off enemies. Bibl Nequires: Pen, Hombradh, CD-ROM. Bibl - \$\$50.00

KING'S QUEST COLLECTION II

Sierra
With ten games, including - King's Quest 1, King's Quest 2, King's Quest 3, King's
Quest 4, King's Quest 5, King's Quest 6, King's Quest 7, The Colonel's Bequest, The
Dagger of Annon Ra, and Mixed-Up Mother Goose Deluxe. IBM Requires: 486/25,
SVGA, 8megRAM, 2spCD-ROM.

KING'S QUEST 8 Mask of Eternity

Sierra

Enter this deep and compelling tale of an eternal champion's struggle to restore the
Mask of Eternity and save the kingdom of Daventry. Features a revolutionary 3D

action engine which gives you complete freedom of movement. Experience all seven
worlds through either a first or third person point of view. Intricate mental challenges
require you to use your nimid as well as your night. With real-time combat as you beft

your broadsword and fire your longbow. Discover mythical creatures who can guide you in your quest, unlock the secrets of the dimension of death, cleanse poisonous waters, and confront evil. IBM Requires: Pen 166, 32mbRAM, 4spCD-ROM, 16sinSVGA, hand disk, Windows '93.

LANDS OF LORE III Westwood

LANDS OF LORE III

A Hezen II/Quake II-style 3D fantasy adventure. Armed with only your sword and spellbook, you must break free of your past to forever close dimensional rifts born from ancient magic. But you will have help – four guilds, the mystic Dawm, a magical familiar companion. With over 60 weapons, 100 magical items, an in-game journal that builds itself, stunning 3D effects, interact with intriguing characters as you move through six worlds ranging from frozen wastelands to underworld labyrinths. IBM Requires: Windows '95, Pen 166, 32mbRAM, 4spCD-ROM, 1mbSVGA. IBM - \$90.00

LEGEND OF DRAGON ISLAND LEGEAND OF DRAGON ISLAND

With a similar feel of Warcraft. Set in 831 AD, when a mysterious island rises out of the sea inhetween Korea and Japan. Legend tells that a dragon inhabits the island, and the first person who manages to awaken the dragon, will then he able to use the dragon to conquer the world. Both Korean and Japan despatch forces to the island, and war looms. IBM Requires: Pen 90, 16mhRAM, 4opCD.

\$50.00

LORDS OF MAGIC SPECIAL ED

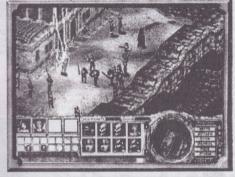
Sierra
Includes the full game of Lords of Magic plus the Legends of Urak Quest Pack, which has a new editor, 8 new buildings, 17 new monsters, 5 new adventures. Sequel to Lords of the Realm II – except its fantasy this time! A world inlabilitied by Elves, Duarves (Granues, Faeries, Glants, Dragous, and other cert of the Pack of the Company of the Barbarians and its rampaging all the lands. Being one of the leaders of the Free Peoples, you have to stop him. A strategy game with real time combat and turn based resource management. You develop and train wizards, warriors, thieves, and many other allies. You can even play on Balkoth, With 80 different animated creatures/races from skeletons to dragons, 16 of spells, multiple paths to victory, etc. IBM Requires Pentium 100, Windows '95, 16mhRAM, hard disk, AspCD-ROM, SVGA.

\$25.00

INVICTUS The Shadow of Olympus

Enlist Hercules, Achilles, Electra and the mightest of heroes, to help you in a bitter feud between spittedly Greek gods. A Diablo-ish 3D adventure. Recuit creatures like Gregons and Parpies, with provers like turning flesh to stone. Incredible scenery including hone worlds, liquid lava fields. Battle formations can be wedge, how, line, etc. Interaction with NPCs is vital to success, as your actions towards these NPCs in early scenarios affect your later battles. Play solitaire or online. IBM Reputers, Peach Wind 95, 64mbRAM, AppCD-ROM, SVGA.

Bibl - \$90,00



MAGIC THE GATHERING Ltd Ed Pack Contains two games, Magic the Gathering and Spells of the Ancio Manalink, multiplayer Magic and 85 new cards to use in the game.

PULSALES LX 1 The Fantasy Kingdom Sim Microprose Rule a kingdom crawling with monsters, heroes and devious characters. You'll start with a fledgling town, a small palace and many dangerous quests. Create structures such as warriors guilds, markepilaces, guardhouses, ltms, in order to gather and influence selection of heroes and regues to carry out your quests. Use spells to enhance their abilities. Reward their successes with bounties. Teleport reluctant characters to unknown locations. Defend your town. No two games are ever the same. IBM Reguires: Windows '95, Pen 166, 32mbAM, 2mb3Dfr, 4spCD-ROM. IBM - 390.00



The Ultimate MIGHT & MAGIC ARCHIVES NWC Includes Might & Magic 1, 11, 11, 1V, V plus Swords of Xeen and World of Xeen. IBM Requires: 486/33, Windows '95, 8mbRAM, SVGA.

MIGHT & MAGIC MILLENNIUM EDITION

Has M&M IV, M&M VI, M&M VII, Includes two bonus games: Swords of Xeen, a new land awaits across the mysterious transport pyramid. Ventura to an unknown and dangerous land, as you try to thwart the plans of a mad god, install both M&M IV and M&M V to create the World of Xeen adventure. Travel between the 2 games and solve the crossover quests for a new third endgame. IBM Regarders: Per 133, 32mbRAM, 4spCD-ROM, Windows '95.

MIGHT & MAGIC VI The Mandate of Heaven
Limited Ed. The Ironfist Dynasty is totering on the brink of ruin. You will lead a band
the Iron of the Ironfist Dynasty is totering on the brink of ruin. You will lead a band
the Iron of the Iron of Ironfist Dynasty is totering the Iron of Ironfist Dynasty National
destiny in a non-linear storyline where your choices and actions determine the game's
outcome. Explore the intrincises of hundreds of subplots, spin-offs, and mini-quests.
Real-time or turn-based combat. 16 bit, 65,000 color graphics. IBM Requires: Pentium
O, Wir '95, Ironfist Add (1997), VSGA, hard disk.

Might & Magic VI Prima's Official Strategy Guide

\$30.00

MIGHT & MAGIC VII For Blood & Honor PRICE II & MAGIC VII For Blood & Honor NWC Experience a groundreaking 3D engine. A vivid and dynamic world that supports the following of leading 3D experience a you'd and ground in world that supports the following of leading 3D experience technology, Choose your character from a number of fancies press, Journey through contested leads where you can avoid or engage in battles against dozens of fantasy monsters. With a compelling storyline. The first 30 orders we receive for this game will receive a free pen. The first 16 orders will also receive the Limited Edition with free poster. IBM Requires: Pen 133, 32mBRM, 5Daccel, 4pc/D-ROM, Windows '95, SVGA. IBM - \$50.00

IBM - \$50.00

Ages of Myst includes the complete games of Myst and Riven, plus unique commemorative items including a journal to write notes in, and The Making of Riven. IBM Requires: Win '95, Pentium 100, 4spCD-ROM, SVGA, hard disk. \$80.00

MYTH II Soulblighter

A strategy game set in a 3D world of dangerous alliances and ancient evil, where all beings tremble before the wrath of Soulblighter, cruelest and most cunning of the evil Fallen Lords, Destroy bridges and storm enemy fortifications; sieze a drawbridge before the guards can raise it. Featuring real-world physics. Launch arrows in deadly area over obstacles, set off earth-rippling 3D explosions that send heads rolling. Use dwarven mortars to blast through enemy walls and fortifications. IBM Requires: Windows '95, Pen 133, 32mbRAM, 16-hitSVGA, 4spCD-ROM, also cuters to 3Dfs curils.

NOCTURNE

1993 USA is filled with ungodly evil creatures that inhabit the shadows — werewolves, vampires, glouds and zouthies. As an agent of The Sprokhause, a sexret government agents, you have come all political states and agent of the sprokhause and political states are supported by the control of the sprokhause and agents, you have come all political states and agents and appeared to the sprokhause and agents are supported by the sprokhause and the sprokhause and the sprokhause and the sprokhause and the sprokhause are sprokhaused by the sprokhause and the sprokhause are sprokhaused by the sprokhause and the sprokhause and the sprokhause are sprokhaused by the sprokhause and the sprok

Westwood NOX. Westwoods A Diahlo-ish style funtesy adventure set in a land filled with discovery and decepts. Over 100 different spells, such as summoning a wolf to track down a sneaky opponent; set tupes filled with diahlotal spell combinations such as an invisible temp that sheek victims of their arms and armor, leaving them defenseless to your attack; interactive environments that let you make the process of brack processes, break barrels of water to put out fires. Supports multiplayer ordine. BM Regulerses: Peri II 200, 32mhPAM, 2mtSVAA, 8ppCD-ROM. IBM-1-390.00

POPULOUS The Beginning

Experience the only action-strategy game that puts the awesome powers of nature in your hands. Enforce you omnipotent influence over fantastic 3D worlds. Wield your drivine power to convert wild men to your cause or cast them down in a hail of fire and brimstone. Behold the breathtaking landscapes from your sea in the heavens or zoom in close for spectacular views of the cataclysm. Build your forces, annihilate the non-believers and become ruler of the universe. With 25 unique, fascinating worlds. Build with riving mystical cities. Unleash 26 spells on your enemies. BMR Requires: Win 95, Pen 133, 16mBAM, 4spCD-ROM.

Undiscovered Worlds With 12 brand new single player and 12 new multiplayer levels. It is time for a new shannan to command the tribe against the greatest uneat of all. Requires as showe.

Prince of Persia 3D REGIOTO
A mystical place where a once hamble servant has transformed hinself into a 12<sup>th</sup>
century Perstan prince. And now the prince must resue his bride and average the death
of the Sultan. Continues the first practice must resue his bride and average the death
of the Sultan. Continues the first practice continues and approximate the depth and
challenging levels in 7 Perstan environments, 30 types of enemies, hundreds of trapts.
BM Requirers: 3Daccel, Pen 233 with MMX, 64mbRAM, CD-ROM. IBM - \$80.00

QUEST FOR GLORY Collection

Make the journey of a lifetime as a warrior, mage or thief. Each adventure is its own unique quest, finsh one and take your character into the next with powers and weapons intact. Includes four complete games, Quest For Glory I, Quest For Glory II, Quest For Glory II, Quest For Glory III, Quest

QUEST FOR GLORY V Dragon Fire

Combines the best elements of roleplaying with real-time action. Set in the amazing 3D realm of Silmaria, Dragon Fire takes you on a journey fraught with peril, mystery and exchantment. The Council of Silmara has set before you the seven deadly Rites of Rulership. If you succeed, you'll save the kingdom and win the right to rule as king. Play as either a thief, warrior, wizard or paladin. Explore the fuge world, where innocent facades hide treacherous deeds. Come face to face with dryads, minotaurs and other creatures. Innocous looking ims, taverns and homes hide the keys to unlocking the mystery of a nurdered king. Explore the sunken depths of Atlantis. Be careful during the night. Unite with other warriors. IBM Requires: Windows '95, 6sp/CD, 32mbRAM, SVGA.

IBM - \$60.00

Rage of Mages II Necromancer

A fantasy game a little like Red Alert, Across a barren wasteland, a sleeping evil crawls from the depths of the earth. Only the strongest band of adventures will survive the perilous journey to the Necromancer's Lair and defeat his army of undead. Create a giant marauding army including mercenaries which can be bought or bribed. Equip your characters and develop heir skills. There are 43 non-linear missions. Discover completely new realms including Arabian desert cities and druid villages; master over 400 weapons, items and spells and fight 80 types of foes. IBM Requires: Pen 133, Windows '95, 32mbRAM, 4spCD-ROM, 2mbSVGA.

IBM - \$75.00

REQUIEM: Avenging Angel

A Quake II-style game with a difference, you are Malachi, a chosen angel, sent to Earth to save Creation from the wrath of the Fallen. The 3D engine generates state-of-heart graphics without needing a 3D card. Fight demons and hell's minions using rare angelic powers, such as bloodhoil, lightning, flight, holy light, turn to salt; as well as an arsenal of guns. Looks great, IBM Requires: Pen 166, 32mbRAM, 2mbSVGA, Windows '95, 4spCD-ROM.

IBM - \$50.00

Section Revolution Services Services Services Set in the world created by Raymond E Feist, this fantasy RPG envelopes you in a world of strange creatures, desparate characters and the magic arts. The Tear of the Gods, a holy artifact possessing unimaginable power, is in peril. Your party must race against Bear, an evil madman, and his followers to raise the sunken ship that holds the artifact, and return it to its rightful place in the Temple of the Gods. With over 200 beautifully ren'ered locations, turn-based combat, 180 3D characters, 60 spells, 30 varieties of locks, traps and puzzles, eleven chapters of intringue and adventure. IBM Requires: Windows '95, Pen 166, 24mbRAM, SVGA, 4spCD-ROM. IBM - \$40.00

EIGOS

A Diabhósis robeplaying adventure, where you are a resurrected warrior summoned by a powerful warlord to rescue his abducted daughter. The quest will take you through a myriad of sinister locations, collecting magic items and battling a host of fearsome monsters. But as you progress you will be plagued by memories of your past, which begin merging with this quest in a series of stunning revelations. Over 50 non-player characters, 25 enemies, lugge game world with towns, forests, caves; 40 weapan types, 20 amnor types, game editor included. BMR Requires: Pen 23, 2mMRAIM 40 Prima's Official Strategy Cutoffe to Revenuat

SEVEN KINGDOMS II The Fryhtan Wars

Now in the sequel to Seven Kingdoms the Fryhtans are back with a vengeance, smarter, stronger and more savage than ever. There are 12 different human nadomalities to control and save under your rule, or command 7 types of Fryhan. Features unfinited game play with a random campaign generator, ruleplaying elements include heroes, special items and loyalties; research bold new technologies; pause game to issue orders or manage tactical combat. IBM Requires: Pen 120, 800x600 SVGA, 32mbRAM, \$65

SILVER
A third person 3D adventure. Fight as David, a hern on the right side of ventgeance caught up in the epic conflict of light versus dark and steel versus silver. Over two hundred locations, fifty interactive characters and six player characters. With spectacular effects, magic, special moves, metamorphosis, demons, dragous, imps. Unique and simple mouse control system – the mouse becomes your sword armit Realtime gameplay with magic, combat, speech and action. IBM Requires: Pen 166, 32mthRAM, 8cpCD-ROM, 2mthVESA SVGA.

SOUL REAVER Legacy of Kain

A third persion 3D fantasy roleplaying game. Cast down to the material world, the
mysterious entity Raziel (you) seeks vengence for betrayal by his master Kain. Cursed
to stalk the dark realms of Nosgoth, he must slay his undead brethren; only then can be
absort their study for the energy he craves. Moving between the spectral and material
plane, Raziel must negotiate puzzles, overcome traps and defy blood chilling enemies to
reach his goal of killing Kain. As Raziel shifts between planes the world morphs around
him, stunning graphics. IBM Requires: P200, Win, 3DAccel, 16mhRAM. IBM - \$50.00

WESTWOOD
Afrist or third person 3D adventure, which unfolds a deep, epic storyline pitting your
motley party of six rebels against the High Priest of Death. 10 different class, 15 roles,
8 attributes, 27 skills, and over 50 spells. Action can be real-time or turnbased. You can
play from the viewpoint of any member of your party. IBM Requires: Pen 166,
32nthRAM, Windows '95, 2mthSVGA, 8cpCD-ROM, Due May.

\$90.00

THE ULTIMATE RPG ARCHIVES THE ULTIMATE RPG ARCHIVES
Interplay
Twelve award winning computer Roleplaying Games in one box, including Bards Tale
I, II, III and Construction Set; Might and Magic Clouds of Xeen and Might and Magic
Darkside of Xeen: Stonekeep; Ultimate Underwordt I and II; Dragon Wars: Wastedand;
and Wizardry Gold. IBM Requires: 486/31, 8mbPAM, 2pCPCROM.

THE ULTIMATE WIZARDRY ARCHIVES Interplay Contains Wizardry I, II, III, IV, V, VI, VII and Gold. IBM Requires: 486/33, 8mbRAM, ImbSVGA, 2spCD-ROM.

TOMB KAIDER III.

Eidos
In a search to find four mysterious artefacts fashioned from the heart of an ancient
meteorite, Lara journeys through 5 challenging adventures from the jungles of India to
the ley wastes of Antarctica, across the rooftops of London and into the depths of
Nevada's mysterious Area 51. With new graphic enhancements such as rippling water,
select the order in which you undertake the adventures and choose the path you take
within each level; new vehicles include kayak, quad blike; new weapons include

Grenade and Rocket Launchers; and new moves include dash, crawl, and monkey swing, IBM Requires: Windows '95, IómbRAM, Pen166, 4spCD. IBM - \$40.00 Tomb Raider III Prima's Official Strategy Guide

TOMB RAIDER The Last Revelation

While exploring in Egypt, Lara Croft discovers the lost tomb of the evil God Set, and unleashes its ancient evil into the world. Now she is in a race against time to reimprison Set and save the world. With a brand new inventory system that combines intens to solve puzzles or improve weapons, includes flashlight, hinculars, crossbow; you can pole and rupe climb; enemies are smarter. IBM Requires: Windows '95, Pen 233 4art/Dr.90M; elimb; enemies are smarter. IBM Requires: Windows '95, Pen Br. 34 4art/Dr.90M; elimb; enemies are smarter. you can pole and rope climb; enemies are smarter. Ibm requires. .... 233, 4spCD-ROM. Prima's Official Strategy Guide to Tomb Raider Last Revelation

TOTAL ANNIHILATION: Kingdoms

Cavedog
Total Annihilation goes fantasy! This is an epic campaign to conquer the land of
Darien. Play as the monarch of one of four unique civilization, each with its own
combat strategies. Command vast amiles of selectal archers, dragon riders, mighty
wizards, ships of war, fantasy beasts. Campaign through 3D environments that include
foreasts, marshase, hills, swamps, Lay siege to caselse and cities. IBM Requires:
Windows: '95, Pen 233, 32mbRAM, 4spCD-ROM, 16 bit SVGA.

IBM - \$50.00

ULTIMA COLLECTION
Origin
A special selection of 10 Ultima games, being Ultima I, II, III, IV, V, VI, VII, VII Part
III, and Akalabeth. Also a sixteen page Ultima Atlas, and exclusive interviewed.
BMR Requires: 48633, 4mbR4M, 4spCD-ROM.
\$30.00

ULTIMA ONLINE Second Age Discovery Edition Origin ULTIMA ONLINE Second Age Discovery Edition of this section of the design of the advanture of a lifetime in this world with spells and monsters, quests and heroes. A living growing world where thousands of real people discover fantasy and adventure. The world is persistant. Life goes on and events transpire whether you're logged in or not. Offers unprecedented freedom for you to seek out your own destiny. Craft weapons, anne wild animals, build a house, run a sloop, quest for treasure, delve into dungeous – true roleplaying where your ones, the production of the internet to play like game, as it is a live game which you access through a content to the internet to play like game, as it is a live game which you access through a content to the internet of play like game, as it is a live game which you access through a content of the production of the following the

ULTIMA IX: ASCENSION Dragon Edition

Origin

This Dragon Edition also contains Ultimus 1 - 8, bits cards, pendant, rolled up poster, leatherster journals, color map, a mile many contains the cards, pendant, rolled up poster, leatherster journals, color map, a mile for a contain to the color formation into the rich fantasy from the evil Guartian who has devastated the landscape and corrupted the eight sacred virtues. You can buy and trade goods in the capital city, seek the wisdom of the mages in Moonglow, visit distant exotic ports, fight fantastical creatures, encounter massive dragons. There are over 60 unique creatures, over 200 characters all with full speech, Gerat music, day and night cycles, weather, 45 different spells, set! BM Requires: Windows '95, Pen II 266, 64mbRM, 8pcD-ROM, 8mi3D card, SVGA.IBM - 599, 09 Prima's Official Strategy Guide to Ultima IV. Ascerssion

322-80

ULTIMATE POWER PACK 3 ULTIMATE POWER PACK 3
Contains three games, Dungeon Keeper, KKND and Wartanimer Dark Omen, IBM
Requires: Pen 120, 16mbR4M, Windows '95, 4spCD-ROM.

IBM - \$30.00

VAMPIRE: the Masquerade -Redemption

Meta White Wolf's Vampire: The Masquerade becomes a 3D adventure. Begins in the 1105s with your character then going into an 800-year long vampire librariation, and waking in our current day. Lead a party of up to frust characters, combat has many ordious especially giving different ways to kill other vampires. IBM Requires: Pen II 23-3bmRAM, 8pcD-7ROM, 2mbSVGA, Windows 95. Due May.

BM - \$90.06

WARCRAFT Orcs Vs Humans
The original Warcraft, a fantasy wargame in the style of Red Alert. Fight two
campaigns, one as humans, one as orcs, in over 20 scenarios. Also has a further 20
scenarios that can be edited. IBM Reputers: 386/20, VGA, CD, 4mbRAM.
\$20.00

WARCRAFT II Tides of Darkness

Return to the world of WarCraft, where the battle between the evil ores or noble lumnus rages on. With powerful new allies, terrifying new creatures and ingenious new weaponsy, the struggle for the domination of Azeroth continues. Supports 2-8 Players via network, one player against the computer, or two players via newben or milemodem, has a map builder, command new weapons of war including discoursed and the computer of two players via newborn or milemodem, has a map builder, command new weapons of war including discourse and the computer of two players via newborn or make a player of the computer of two players via newborn or make a player of the computer of th

486/33+ CD.ROM, 8mbRAM.

WARCRAFT BATTLE CHEST A massive boxed set that includes Warcraft I, Warcraft II plus Warcraft II Expansion set Set.

\$50.00 WARCRAFT II Battle.net Edition Contains Warcraft II and Expansion pits the new Battle.net multiplayer mode for each. These allow you free gaming on the internet (you still have to pay normal internet charges) on over 100 new battlefields, improved combat controls, etc. IBM Requires: Pen 60, 16mBRAM, Multiplayer requires 14.4 ktpps modem or internet access.

WARLORDS III DARKLORDS RISING

A pall of unspeakable evil, merciless slaughter and unbridled destruction has fallen across the realm of Etheria. Will you be able to storp their unboly juggensun? 4 new campaigns and 15 stand-allore scenarios, pite the previous campaign and 15 stand-allore scenarios, from the previous cultion. Also features advanced Al., see the previous cultion and the properties of the previous cultion. Also features advanced Al., see the previous cultion and the previous cu

WHEEL OF TIME

Legend

Based on Robert Jordan's famous novels. This is a first person action/strategy game
with story-rich elements set in a lush, high resolution universe of mystery and wonder.

A single player quest through mystical and expansive environments. Unique multiplay
dynamics with three game types. All with strategic spell countents. Beautiful graphics.

Over 40 spells and artifacts, including fireballs, lightning, disguise, healing, levitation,
decay, etc. IBM Requires: Per 200, 32m/BAM, Windlows '95.

IBM - 390.00

Official Strategy Guide to Wheel of Time

\$25.00

XENA: Warrior Princess

A 3D animated adventure. Bacchus has spawned an army of fanged vixers, the Bacchae, and they are attacking and recruiting young village girls and killing everyone eles. Xena, Gabrielle and Joxer must find out why Bacchus has turned evil, and stop him before its two lates. 18th Requires: Pen 166, 32mbRAM, Windows 97, 40rr, 2004. 2016/SVGA, 16th Sound Card.

### **Advanced Dungeons & Dragons**

Baldur's Gate takes you back to the Forgotten Realms campaign setting using a Diablo-style game system. This is a lauge game world with a multi-CD set filled with nearly 1,000 scrolling game senses, all fully rendered in lush 16-bit SVGA graphics. Has a gripping non-linear adventure that spans seven chapters, with duzens of subplots that breach in and out of the main scenario. Your decisions affect subsequent chapters and the entire game world as a whole. The transparent interface can be modified to play in a turn based fashion if you desire. Explore hundreds of intricates tabsequent chapters and the entire game world as a whole. The transparent interface can be modified to play in a structures. Fight over 60 different types of mousters, view characters in exquisit detail, use over 100 syells, features real-time environmental effects such as rain, snow, lightning, fog, daylight and nightnine; create your character from one of six races and 26 different professions, and guide a party of up to 5 characters. IBM Requires; Pen Baldur's Gate Real Strenger Guide

BALDUR'S GATE Tales of the Sword Coast Continue your adventures with the character you used in Baldur's Gate, join up with new friends or meet old enemies, actions in the original game will impact events in this expansion. 45.00

Baldur's Gate Collection Contains Baldur's Gate and Tales of the Sword Coast. Requires: Pen 166, IonibRMM, AsyCD-ROM, 2m/SVGA.

IBM - \$75.00

AD&D PLANESCAPE: Torment.

Set in the city of Sigil, but you can also visit the other planes. You play a scarred, annesiac immortal in search of his identity. You must discover the secret of your death and rebirth. Your own actions define your character's character, not a character generation screen. Explore Sigil, a vast city of magic and industry. Manage and adventuring party of the strangest allies. This is not a game which you have to play for 20 hours before you can cast spells. You are a power to be reckoned with (as is most everyhody else in Sigil!) IBM Requires: Pen 200 MMX, Windows '05, 37mbRAM, &pr.CD-ROM, 4mbSVGA.

AD&D Forgotten Realms Archives Silver Edition

Includes 13 Forgotten Realms computer games, plus a demo for Baldar's Gate. You get
Eye of the Beholder 1, II, III, Prod of Radiance, Secret of the Silver Blades, Prods of
Darkness, Curse of the Azure Bonds; Gateway to the Savage Frontier, Tressures of the
Savage Frontier, Hillsfan, Dunggoon Hack, Menzohermanan, Blood & Magic, IBM
Regulares: Pen 160, 2m/sSVGA, IomBAM, 4spcD-ROM.

IBM - 875.00

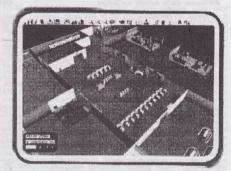
### **Miscellaneous**

Ace Ventura: Pet Detective

An animated adveraure. All the zwo is a buzz with the latest shocking crime of the serial shaver. Ace Ventura, Pet Detective, needs your help to save the animals in this furious lair raising tale. The psycho shaver must be stopped before every animal in the zwo is cropped. IBM Requires: Pen 166, 32mbRAM, Windows '95, 8xpCD-ROM, 2mbSVGA, 16th Sound Card. Take 2

AINCHORT INC.,

As a budding airport tycoon, plan and build a thriving local or international airport in what is without doubt the most demanding management simulation ever created. Control all aspects of the environment from major architectural decisions to the pricing of goods within the terminal, attracting new airline contracts to security and fire precautions. All in real-time, fav "awla-karound" real-time first person camera allows you to explore 3D terminal buildings, 75 main locations, 1200 destinations world wide, wore 200 artitutes. IBM Requires: Per 200, 16mb/RM, 4mb/SO(4).



**AUSTIN POWERS Operation Trivia** 

AUSTIN FOWERS OPERATION LITTUE SHEET BY SHEET SH

CLUEDO Murder at Blackwell Grange

Hasbro
The classic brandgame now a computer game! Play dectective and solve a dastardly
crime in a brand new cluedo mystery. Whodunnif? Where? And with what? See the
famous characters come to life through stumning animations. Features classic Cluedo
gameplay, chilling sound effects, beautifully rendered 3D characters from the board
game, solo and multiplayer modes, playable over LAN, modem or intermet. IBM
Requires: Pen 133, Windows '95, 16mbRAM, 4spCD-ROM, 1mbSVGA. IBM - \$50

Cluedo Chronicles: Fatal Illusion

Hasbro
Episade I of the Cluedo Chronicles Mystery Series; an expansive, richly detailed world
where yo actually solve the crime. Set in 1938, on board a private yacht owned by the
wealthy and executric Mr Masque, who is soon murdered on the voyage. Features rich
3-D animation and stuming graphics. You also visit a mountaintop castle retreat and a
cable car ride. You have to solve puzzles and mini-mysteries. IBM Requires: Windows
'95, Pen 133, 16mhRAM, 2mhSVGA, 8spCD-ROM.

IBM - \$75.00

Sierra's COMPLETE CHESS SIETTA'S CUMPLE IE CHESS

SIETTA'S A great chess game that teaches you chess step by step. It also has Power Chess where you compete against the King. If he's winning, he gets cocky. If he's losing, he panics and takes crazy chances. He remembers your teaches and never falls for the same thing twice. And Extreme Chess analyzes your games, helping you to study and learn from your past games against the computer. IBM Requires: Pen, IchniRAM, SVGA. \$40.00

CRICKET WORLD CUP

EA Sports

Play at the real world cup grounds. Full squad lists from all 12 World Cup mations.

Unlimited 3D TV-34yel perspectives. With hall physics, choice of action, simulation and captain's real mode, over 600 motion captured moves, no hard elded polygons.

Super Six Series or One Day events, etc. IBM Requires: Windows 95, Pen 166, 32mBAM, 8yCO-ROM, 4mbSVGA.

F1 2000

EA Sport:
The first game of the Official 2000 FIA Formula One World Championship. Has all of
the 2000 season cards and drivers, all the tracks including the new US Grand Prix a
Indianapolis: race for the crown for jump in for a single race; advanced car modeling
overheading brake discs, undertray sparks; real physics, realistic card damage; easy in
learn with assisted braking and turning for beginners. IBM Requires:
Windows 97
Per 233 with 2Dy & &MKO. or Per II, 6-dimBAM, 4minSVCA.

With 15 of the world's great leagues and over 40 of the best international teams. Also classic teams – 42 of the best teams of the past century. Has increased physical contact such as player collisions, tougher tackling; new shielding ability allows precise ball control, and user selectable options to give you more control. IBM Requires: Windows 93, Pen 133, 20mb/MM, 2misVGA.

FLIGHT III Unlimited LookingGlass The risks and rewards of real flights. With realistic weather, downdrafts, nurfulence, crowded air corridors; air traffic control; complete interactive reconstruction of over 60 reral airports; 10 hlueprint-quality aircraft; by over thousands of miles of terrain spanning the entire western USA; or real synthesis of the state of

Presents breathtaking 3D landscapes and a larger fleet with two new aircraft to fly than previous editions. With over 20,000 airports, you can land just about anywhere in the world. With new 3D models, detailed instrument panels, downlead current weather reports and the game will generate clouds, precipitation, thunderstorms, etc. Over 50 cities to fly over/tho. Detailed printed manual and reference guide. IBM Requires: Pen 166, Windows '95, 32mbRAM, 4spCD-ROM, 16hitsVGA. IBM - \$90.00

GRAND THEFT AUTO 2

Seven ruttless gangs are involved in a brutal power struggle. Earn and maintain the respect of gangs to get the best jobs and special favors. Or, play the gangs off against each other in turt wars. Completely open and non-linear game play lets you go anywhere and steal anything. Over 120 vehicles. Fully reactive urban environment which responds to your every move. Multiplayer support across LAN networks or Internet. IBM Requires: Pen 200, 32mbRAM, 3Daccel.

\$60.00

Internet. IBM Requires: Pen 200, 32mbRAM, 3Daccel. \$60.00
HOYLE BATTLING SHIPS & WAR
Features two games, Battling Ships, which is basically the classic Battleebilps game where two players sit on either side of a shielded game board, calling out squares on their opponent's board, trying to find and sink his ships. Of course, this time the game is animated. And the executing game is the classic card game War, also animated. IBM - \$50.00

SIETTA LEE DUANTU GAIVIES

Sietta Has fourteen popular board games that you know and love. They are Buttling Ships. Mancala, Reversi, Backgammon, Chess, Line'em Up, Dominoes, Snakes & Ladders, Checkers, Placer Racer, Pachisi, Yachi, Chinese Checkers, Place Boues, and three bonus card games. Play solo, with friends on one computer, or on the Internet. Change backgrounds and music to sail you. You control your animated opponent's skill level. IBM Requires: 486/66, 8mbRAM, SVGA, 2spCD, Windows '95. 

1BM - \$40.00

Indiana Jones and the Infernal Machine

A Tombraider-style 3D adventure game, Set in 1947 after the defeat of the Nazis.
Soviet agents are suffling around the ruins of the Tower of Babel, and Indiana Jones is sent to find out what they are looking for, Whip, leap, crawl and swing your way through mazing 3D environments, 17 chapters of gripping action packed Sovy, go up against critters, robots, weird monsters, half the Red Anny, and of course stakes. IBM

Requiress: Windows '95, Pen 200, 32m/ReAM, 4m/sDazcel, 4ycpC. IBM - \$75.00

Prima's Official Strategy Guide to Indiana Jones & Infernal Machine

**International Cricket Captain 2** 

Captain any team in the World Cup. Captain England or go on tour to play against local sides and Test teams around the world. Hire staff, sign players, choose your team, decide match teatics. Paly hall-by-hall or over-by-over. [1999 statistics of almost every player in the First Class Game. IBM Requires: P75, 16mbRAM, 5VGA. IBM - \$75.00

Interplay's 15th Anniversary Anthology
This six CD anthology contains the complete games of Battle Chess, Beat the Husse,
Castles II, Conquest of the New World Deluxe, Descent, Dragon Wars, Fallaux, Norse by Norsewest, MAX, Reducck Rampage, Shattered Steel, Solitaire Deluxe, Struckers, Virtual Prot all Whiplash, BMR Regariers; 23th/RAM, Jim/SYCA, Pen 90 375.00

LEISURE SUIT LARRY'S CASINO Play five great Vegae-style games against the componer and a host of zany, animaned characters from Larry's past lives. Games included are Blackjack, Roulette, Craps. Poker, Stors, and 3 honus games. IBM Regaders: Per 90, GrobRAM. IBM - \$10.00

KINGPIN Life of Crime

An gory and violent game that comes with a low-level violence option if required. Built upon the Quake II engline, you recruit a gang of thugs and rule the streets. Your gang will follow you on a big job, back you up in a fight, etc. As you move up in the crime world, you will eventually go head to head against Kingpin and his gang. You can take to she that the content of the content o

MONOPOLY

MUNOPOLY

Hasbro

Watch the famous game come to life with superh 3D animations. With great
srandtrack, over 800 high-res animations: watch as tokens skip, race and gallop around
the board; play over the internet, pit your wits against the computer. There are up to computer opponents, and you can customize their behaviour and playing style. Suitable
for children and adults. Up to six humans can hot-seat on the one computer. IBM

Require: 486/33+. BnhPAM, Windows '93.

NBA LIVE 2000

All-Star teams from each of the five past decades. Play with Michael Jordan - go 1-on-1 in a street court duel or play him on a Legends team. Enhanced player animations. New color commentary, multiple camera angles, full NBA draft and total team management. You can download you & your friends 'Secs to create a team of yourselves! IBM Requires: Windows '95, Pen 166, 4spCD-ROM, 32mbRAM, 4mbSVGA. IBM - \$70.00

INTLL '00'. The most realistic hockey game ever made. With bigger bodychecks, harder shots, new shooting meter, improved AI gives smarter goaless and players, new beginner level, awesome 3D graphics and sound, updated 1988-89 NHL stats, rosters, multiple seasous, international play, head-to-head modem & LAN competition, etc. Reguties. With '93, Pentium 166, 48pCD-ROM, IombRAM, hard disk.

POLICE QUEST SWAT 2

KEPH DE PROCESSION AND A SECTION ASSESSION AND A SECTION ASSESSION A

POKEMON Gotta Make'em all! POKEMON GOTta Make'em all! It is not a game, but it helps you to make your own Pokemon cards, stickers, key chains, certificates, signs, tattoos, photo albums, photo frames, posters, stationery, etc. You can make and Pokemios ever 250 projects with over 600 different Pokemon designs. Just chosee the project, choose your Pokemon, and print them out. There are two versions, please specify which one you want: Red Version and Blue Version. Each lass 81 of the 151 Pokemon. IBM Requires: Windows '95, Pen 100, TombMM, SVCA, 120pCD-ROM.

RAILROAD TYCOON Deluxe

Another reprinted classic. The game of railroad building in the 1800s, by Sid Meier.
Build your own railroad in six world regions, four parts of America, Europe and Africa. Counts 32 types of trains, each with its own speed and characteristics. IBM
Requires: 486+, CD-ROM, AmegRAM.

\$22,00

RAILROAD TYCOON II Gold

Microprose

Completely re-done with stunning 3D graphics. From the year 1804 to 2000. This is a
real railmad game, not just a strategy game that happens to involve railmads.
Everything is authentic, from the period video and pictures interlaced within the game
to the design and interface. Al opponents are based on real people, and all the maps are
real, based on satellite photos. The 18 scenario campaign lets you re-create history's
greatest railroading feats and failures. Sandhox mode for noncompetitive play.
Sophisticated stock market with margin buying, short selling and hostite takeovers,
Integrated map editor lets you build your own worlds. 3d different cargos and 59
engines from around the world. Includes the Second Century Expansion Pack, IBM
Requires: 800x600, 16his SVGA, Pen 133, 16mhRAM, 4spCD-ROM. IBM - \$55.00

Play Classic or Duplicate Scrabble, Features three different board styles, word search and hint functions, play via modem or network, 4 different skill settings, 4 levels of vocabulary. IBM Requires: Pen 90, 8mbRAM, Windows '95.

SIERRA'S QUEST Series Volume One
Contains four classic games from Sierra, Kings QuestVII, Police Quest: SWAT, Space
Quest 6 Roger Wilco, Quest for Glory: Shadows of Darkness, 486/66, IBM - \$80.00

SIMCITY 2000 CD Collection MAX
This set includes SIMCITY 2000, the Urban Renewal Kit, Scenarios Vol 1, and Bonus
Cities and Scenarios. Requires: IBM 386 or better, 4 meg RAM, hard disk, VGA, CDROM.

BM - \$30.00

**SIMCITY 3000 Australian Limited Edition** SINUCITY 3000 Australian Limited Edition

MAX
You're in charge of creating an entire city from the ground-up, and the sky is the limit. But your power does not stop at construction. You'll manage everything from budgets to buildozers, taxes to tornades. Trade resources with neighbouring cities or swindle them mercilessly, import your favorite Simicity 2000 cities. You can completely design your own buildings. New close-up zoon levels put your amount of the microscope. Real landmarks let you add a piece of Australia or a measure of Sydney, such as the Sydney Opera House. IBM Requirex: Pen 166, 23mbtAM, 4sptD-ROM, 2mbSVGA.

Simcty 3000 Frima o'Orical Strategy Guide
SIM Mania Pack
Maxis

32mbRM, 4spCD-ROM, 2mbSViA.

Simcity 3000 Prima's Official Strategy Guide
SIM Mania Pack
Has six complete SIM games, being SIMCity Classic, SIMTower, SIMIsle,
SIMSafari, Streets of Sim City, and SIMCopter. IBM Requires: Windows '95,
EM - 540,00

SOUTH PARK RALLY
Get driving with your bad self! Face off against Cartman, Grandpa, Scuzzlebutt,
Starvin' Marvin and the Rest of South Park Gang in the wildest, raunchiest road race
ever. Loaded with dizers of insane vehicles and sweet customs sound-bries. IBM
Requires: Pen 200, 32mbRAM, 4mb3Daccet, 4spCD-ROM, Windows '95, IBM - 330

STARSHOT Space Circus Fever

A totally whacky humorous adventure as you ride along with Starshot, the star juggler of the Space Circus. Your courage and skill will be tested as you try to overcome Wolfgang the diabolical director. This 3D animated adventure includes total freedom of movement inside a world of sumptuous 3D graphics: Starshot can walk, run, talk, swim, fly, jump, all while juggling stars! Over 300 characters. Looks very weird. IBM Requires: Pen 200 or Pen 133+3Dfs, 32mbRAM, &pCD, SVGA, Wind, 1BM - \$75.00

STAR WARS Episode I Insider's Guide

Lucas Arts
From in-depth character profiles to clinematic secrets, with exclusive interviews with
George Lucas, 2,000 + images, theatrical trailers, selected film footage, over 300
pieces of original art, including rotating 3D models of major vehicles and craft,
hundreds of trivia questions, etc. IBM Requires: Pen 133, 16mhRAM. IBM - \$50.00

STAR WARS MONOPOLY

The classic Monopoly game but set in the Star Wars universe. You can play any of the major characters, who move about the board in full motion, all new dialogue, over 150 film clips, great new 3D board and graphics, and up to six human players can play. IBM Requires: Pentium 90, Win 95, I6mhRAM, 4cpCD-ROM.

\$80.00

STREET WARS Constructor Underworld STREET WARTS CONSTRUCTOR UnderWorld STUDIO 3 A unafa real-time strategy game. A step by step utorial makes everything from building a business to whacking an opposing boss as easy as 'A,B,C. Five completely different cities each with multiple missions and sub-plots, More than 40 unique and ungeradable building types such as salouse, nightedubs, brothels. Using your motely collection of angusters, fixers, thugs, undersibes and tenants, you need to wrest control of building after building until you have a cut of every illegal coneration in the city. IBM Reguliers. Per 106, Windows '93, InnihMM, 2mbGrupplics Coneration in the city. IBM -\$50.00

SWAT 3 Close Quarters Battle

Set in Los Angeles in 2005. In the next seven days, representatives from all around the world will come here to sign the United Nations nuclear abolishment treaty. Its up to the LAPD SWAT to protect these dignitaries. You lead a five-man entry team, and systematically search each environment in a stunning 3D presentation. Choose either mission or career mode in 16 stunning settings with over 150 characters. Each mission based on real LA. You have a lung arsenal of weapons and equipment. IBM Regulares. Peri 233, 32mbRM, 49pCD-ROM, 4mbSVG4 800 x 600.

\*\*IBM - \$75.00.\*\*\* IBM - \$75.00.\*\* IBM - \$75.00.\*\*\* IBM - \$75.00.\*\* IBM - \$75.00.\*\*\* IBM - \$75.0

THEME PARK WORLD BulliTO, An all new Theme Park that lets you not only design, build and manage your ow theme park, but new you can also ride all of these rides that you created in a realist first person mode. You can also in own times person mode. You can also invent even better attractions and ficilities, and you ca publish your park online, and visit other peoples parks not. IbM Regultres: Pen Mid. 200, Jahn/RelM, 4mbSVGA, Windows 95, 4spCD-ROM. IBM - \$50.0

TRAITOR'S GATE

The head of the European desk of ORPHIA has defected, taking with him a number of classified files. He plans to use these documents to help steal the British Crown levels Rather than alert the British Government of this disaster, the Pentagon has sent you to infiltrate the Tower O London and replace the real Crown Jewels with a duplicate that has a tracking device that will lead us to the defector's hideaway. IBM Requires: Pen 100, 32mbRAM, &pcCD-ROM, SVGA, Windows '95.

TRANSPORT TYCOON I KANSPUKT TYCOUN

MicroProse
Construct complex road-rail-air-sea networks to shift cargo, goods and passengers
through the most lucrative routes on massive SVGA 3D isometric world maps. Build
stations, docks and airports and make money by connecting areas requiring transport
services. Also the world editor that lets you half new worlds from scratch, including
an alternative Martian landscape! IBM Regulates 386+, SVGA, 2spCD-ROM, mitRAM,
S20.00

\$20.00

THE CD-ROM GAME OF LIFE

The classic family board game comes to the PC! The aim of the game is of course, to make more money than you ever dreamed possible. To achieve this you must travel the road of life making crucial decisions to outwit and out-wealth your competitors. Choose college or career, get married, start a family, buy a house, etc., With hundreds of dynamic animations. IBM Requires: Windows '95, Pen 90, 16mbrAM, 4spCD-ROM, 4spCD-ROM,

THE CURSE OF MONKEY ISLAND

Lucas
Third in the legendary Monkey Island series of graphic adventures. With film quality
animation, voice, sound and music - the undead come to life before your very eyes.
Incredible high-res 4604489 graphics, 30 plus hours of gameplay. IBM Requires:
Pentium 90, Win 95, 16mbRAM, 4spCD-ROM, SVGA.

\$80.00

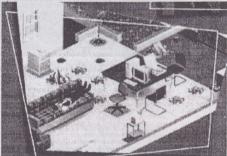
THE NEXT TETRIS

All the first paced action and strategy of the original game plus new 3D graphics, wishble blocks, breakway bricks, and special gravity effects. IBM Requires: Windows 95, Pen 133, 2m/sSVG, 4spCD-ROM.

THE SINYS MP

From the creators of Sincity comes a really cute, addictive new game. Create an neighborhood of Sims and run or ruin their lives. Help them pursue careers, friends and find romance, or see what happens when you make a complete methings. You create the sims, designing their personalities, appearance, skills – ye even re-create your own family and friends. Use pre-built or design their home furnish them with over 150 items. IBM Requires: Windows '95, Pen 23, 32mb/spcD-ROM, 24mbSVGA AGP video card.

IBM -3



TIGER WOODS USA TOUR 2000 Golf so real, you'll want to wear spikes. Features new and improved ball physics, unprecedented realism: eight tour championship courses, including EA SPORTS exclusive Pebble Beach Golf Links. 12 different game modes include all-new USA TOUR Season, Skins, and Shoot-Out. And has a Course Architect which lets you build your own courses. IBM Requires: Windows '95, Pen 166, 32mbRAM, 2mb3D. \$75.00 TOTALLY MAD

Byen 1600-1600 Broderbund

The latest and most addictive version of the world's favorite game, With over 1,000 questions, each accompanied by a high-quality video clip in full color: unique soundrack, superb in-game animations, and two game modes – the boardgame, or a fast play version which bombards you with questions. IBM Requires: 480/33.

8mb/MM, Mindows, VGA.

Trivial Pursuit A Thousand Years of Trivia Celebrate a thousand years of trivia as we enter the new Millemium by reviewing the people and evenus that have got us to where we are today. With 2,000 new questions, three versions: Classic Pursuit as you make your way around the board, Party Pursuit where you have to "beaz" that you know to "beaz" that you know the answer, and Point Pursuit, as you make gagains the clock. 1884 Requires: Windows 35, Pen 166, TordiRAM. IBM-475,80

TYCOON COLLECTION Microprose Includes Railroad Tycoon II, Rollencoaster Tycoon and Transport Tycoon Deluxe. IBM Requires: Pen 200, 32mbRAM, Windows '95, SVGA. IBM - \$75.00

EA Sports Triple Play 2001 EA EA SPOTES TEPHE TAY 2001.

This is power baseball. This latest version features all 12 hone run hitting participants, suschall's all-time greats. EA Spotts Internet Matchmaker hooks you up with the best intent competition, you can put your own face in the game, by plays and big his inlock special rewards, an all new fielding view delivers a whole new perspective. IBM requires: Windows '95, Pen 16d, 32mb/RAM, am/SVCA, 4pc/D-ROM. IBM -375, 00.

EA The F.A. Premier League Stars The stars, rivalries and passion of the world's most exciting soccer league. Has all the real FA Premier League clubs and kits, all the real FA Premier League Sadiums, and all of the stars. All the power is in your hands with the brand new Stars concept. Win games, earn Stars and improves you players in ten important floothing selfies such as passing, shooting and tackling. IBM Requires: Pen 166, 32nhRAM, Wint. BMS-4-520

games, carth starn and aciding. IBM Requires: Pen 100, January Pen 100, Ja

Requires: Windows '95, Pen 166, 16mbRAM, SVEA.

WORMS United

Contains the original Worms, Up to 16 can play on the one computer. IBM Requires: 1860/33, 2xpCD, 4mbRAM.

Feaulty Programs

If you have received a faulty disk or CD for any reason - do not send it back to use First, please ring us and we will tell you what must be done. In some cases we will give cases (especially with CDs) are will ask sufficient the earther game back to us, and we will return it to the Australian distributor on you belalf. When they send us the replacement, we'll get it straight back to you.

# My Military Simulations

P.O. BOX 1164, MOORABBIN, VIC, 3189, AUSTRALIA Phone (03) 9555 8886 from 8.00am - 4.30pm Fax (03) 9553 3339 Email Address: sales@milsims.com.au Web Site: www.milsims.com.au

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# Magazine Subscriptions

#### CITADEL JOURNAL

Another quality production by Games Workshop, a half A4 sized magazine with heaps of articles on all of their games, including House Rules, scenarios, news, reviews, special characters, etc.

\$15.00 for 1 issues \$43.00 for 3 issues \$80.00 for 6 issues

#### COMMAND MAGAZINE

A top quality wargames magazine that contains a complete game in each issue as well as a full commentary of the topic of the game, plus numerous other articles regarding military history, from ancient to modern day. Please note, however, that the game included is quite often a "bumper double-issue game", which when we send to you, counts as two copies of the magazine. "Normal" issues normally contain one full color mapsheet and around 240 counters. The "bumper" issues have up to 2 maps and up to 1,000 counters.

\$50.00 for 2 issues \$135.00 for 6 issues \$240.00 for 12 issues

#### CRITICAL HIT MAGAZINE

Critical Hit is a company in the USA that produces a superb ASL magazine called *Critical Hit*, released twice a year. This magazine contains ASL scenarios plus heaps of articles covering all aspects of ASL.

\$50.00 for 2 issues \$90.00 for 4 issues

#### DORK TOWER MAGAZINE/COMIC STRIP

Wecome to Dork Tower. Follow Matt, Igor, Ken and Carson the Muskrat as these geeks play roleplaying games together, and then try to fit into the real world.

\$35.00 for 6 issues \$63.00 for 12 issues

#### **DRAGON MAGAZINE**

TSR's oppular monthly magazine. The emphasis is on AD&D with a veritable treasure chest of articles, adventures for Forgotten Realms, Dark Sun, Dragonlance, Planescape, etc. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews on products from other companies too, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.

\$27.00 for 3 issue \$51.00 for 6 issues \$97.00 for 12 issues

TSR's bi-monthly publication specifically dedicated to AD&D adventures - with enough danger 'n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at lease four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventurs are campaign-specific, set in either the Dark Sun, Forgotten Realms, Ravenloft, or other such realms. Publication regularity is excellent.

\$27.00 for 3 issues \$48.00 for 6 issues \$86.00 for 12 issues

#### **GANG WAR (Necromunda)**

A new magazine by Games Workshop, devoted entirely to Necromunda. Each issue contains all kinds of new rules, scenarios, terrain making tips, etc. Some of the articles have appeared in the Citadel Journal.

\$39.00 for 4 issues \$70.00 for 8 issues

# INFERNO MAGAZINE

At long last, Games Workshop are releasing a new magazine that contains only fiction, covering their various universes. There are stories and comic strips, 3D city scapes, campaign maps, all from their Warhammer Fantasy, Warhammer 40,000, Necromunda, etc, worlds. We have in stock issues 2, 3, 5.

\$57.00 for 6 issues \$108.00 for 12 issues

#### INQUISITOR MAGAZINE

Inquisitor Magazine is made by Armorcast in the USA, and is a dedicted to Warhammer 40,000. It includes scenarios, articles, one issue had two complete Squat Army lists, (issue # 15 - still available), and also has data sheets for all manners or 40K titans and vehicles, including modified tanks!

\$22.00 for 3 issues \$40.00 for 6 issues

### KNIGHTS OF THE DINNER TABLE

The comic strip of a GM and his four players. You can also pre-order later issues, or make a subscription to the magazine, if you

\$35.00 for 6 issues \$63.00 for 12 issues

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We also have a number of other Knights of the Dinner Table publications:
Bundles of Trouble Vol 1 Compiles KOTDT Issues 1 - 3 \$18.50
Bundles of Trouble Vol 2 Compiles KOTDT Issues 4 - 6 \$18.50
Bundles of Trouble Vol 3 Compiles KOTDT Issues 7 - 9 \$18.50
Bundles of Trouble Vol 4 Compiles KOTDT Issues 10 - 12 \$18.50
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Sundles of Trouble Vol 4 Compiles AUTDT Issues 10 - 12 \$18.50
Sundles of Trouble Vol 4 Compiles AUTDT Issues 10 - 12 \$18.50

#### RIFTER MAGAZINE

By Palladium Books, this is up to 120 pages in length, and contains fiction, adventures, creatures, weapons, and so on, for all of Palladium's games, including Rifts, Palladium Fantasy, Heroes

\$45.00 for 3 issues \$81.00 for 6 issues

# SCRYE: Collectable Trading Card Game

A high quality 68 page magazine by ILM International, that specifically covers Collectable Trading Card Games. It includes complete rules for new games set to be released, such as X-Files, reviews of new releases, notes from designers, hints on building decks, strategies to use, and best of all, complete listings including price guide for all of the major Trading Card Games, for example, Vampire ES, Middle Earth the Wizards and Dragons, all the Magic the Gathering releases, Net Runner, Star Trek, Star Wars, etc!

\$24.00 for 3 issues \$43.00 for 6 issues \$77.00 for 12 issues

#### STRATEGY & TACTICS

A popular and long standing magazine that contains a complete game in each issue, with around 200 counters and one full color mapsheet. Each magazine includes a wealth of historical articles about military history, as well as a indepth article about the game's historical background. The rules however, normally tend to be complex. Games stretch from ancient to medieval to WW2 to modern, some being tactical simulations while others are great strategical simulations including several empires.

\$33.00 for 1 issue \$94.00 for 3 issues \$178.00 for 6 issues

\$316.00 for 12 issues

#### TOP DECK

Wizards of the Coast are no longer publishing Duelist, but to my knowledge, it will continue as a website publication. But to all intents and purposes, they have replaced it with their new publication, Top Deck. This issue focuses on the ins and outs of the collector's market, from getting the best deal for your cards to anticipating demand. Plus, columns such as "Deck Deconstruction," "Deck Clinic," and "Magic: The Puzzling," as well as free cards on the odd occasion. No other magazine guarantees more than 20 pages of in-depth Magic: The Gathering coverage in every issue. Nor can any other magazine guarantee editorial support for every Wizard of the Coast trading card game.

\$100.00 for 12 issues

#### WARHAMMER MONTHY

Games Workshop are now producing a comic that features stories from Warhammer 40,000, Epic Warhammer 40,000, Warhammer Fantasy, etc. Issue # 4, for example, starts a new strip about a Sister of Battle, continues the story of a Titan battling a world of orks, continues the story of a ship of Brothermarines, who stumble across a ship graveyard in space.

\$5.00 for 1 issues \$27.00 for 6 issues \$50.00 for 12 issues

#### WHITE DWARF

White Dwarf magazine has entered an entirely new format. Its now a 100 pages containing news, rules, and battle reports for all the latest releases from Games Workshop and Citadel, with tactics articles, painting and modelling articles, interviews, army features, plus every issue will now contain two sheets of card gaming "hardware" that you car. cut out and use in your games. Wargear cards, data faxes etc are now available in top quanlity glossy cardboard! Note that Military Simulations often puts Games Workshop/Citadel discount vouchers with this magazine, redeemable only at Military Simulations.

\$8.00 for 1 issue \$24.00 for 3 issues \$40.00 for 6 issues \$80.00 for 12 issues

# **New Product** Subscriptions

#### NEW ADAD ITEMS

Military Simulations is now offering AD&D new products on subscriptions, which we will send to you as soon as they are released. If you wish to subscribe to new products, you must have a credit card. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free. (This offer does not include novels. See below for Novel Subscriptions).

iptions).

Below are charged to your credit card

AD&D Core Rules - 6 items | 10% disc

AD&D Core Rules - 12 items | 10% disc

Forgotten Realms - 6 items | 10% disc

Forgotten Realms - 12 items | 10% disc

Ravenloft - 3 items | 10% disc

Ravenloft - 6 items | 10% disc

#### **NEW AD&D NOVELS**

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each new AD&D novel from the category you choose. We will only send you softcover novels, not hardbacks.

\$54.00 for 6 Forgotten Realms novels \$91.00 for 12 Forgotten Realms novels \$28.00 for 3 Dragonlance novels \$54.00 for 6 Dragonlance novels

#### **ALTERNITY NOVELS**

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each new Alternity novel that TSR releases. They normally release around 3-6 new novels a year. I read the first Alternity novel, with over 370 pages, in three days. It was a great read. I recommend it.

\$30.00 for 3 novels

#### **NEW ALTERNITY**

Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Alternity products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items Credit Card for 6 items 10% disc 10% disc

#### **NEW BATTLETECH ITEMS**

Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* BattleTech & Mechwarrior products (*not novels*) as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 6 items Credit Card for 12 items 10% disc 10% disc

#### **BATTLETECH NOVELS**

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each *new* BattleTech novel that FASA releases. They normally release around 4 - 6 new novels a year.

\$30.00 for 3 novels \$54.00 for 6 novels

#### **NEW LEGEND OF THE FIVE RINGS RPG**

Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Legend of the Five Rings RPG products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items Credit Card for 6 items

10% disc 10% disc

#### **NEW RIFTS ITEMS**

Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* RIFTS products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free. *Rifter* not included.

Credit Card for 3 items Credit Card for 6 items

Only available to customers with credit cards. If you subscribe to this offer, we will automatically send you one each of all *new* Vampire role playing products not novels or Dark Ages) as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the

Credit Card for 6 items Credit Card for 12 items

10% disc

#### **NEW WARHAMMER NOVELS**

If you subscribe to this offer, we will automatically send you one each of all *new* Warhammer Fantasy & Warhammer 40,000 novels (*not* graphic novels) as soon as they are released. Postage is included.

\$39.00 for 3 novels П \$70.00 for 6 novels

#### **NEW STAR TREK VOYAGER VIDEOS**

If you subscribe to this offer, we will automatically send you one each of all new Star Trek Voyager Videos as soon as they are released. Postage is included.

\$70.00 for 3 videos \$130.00 for 6 videos

#### D.Y.O. New Product Subscriptions

Only available to customers with credit cards. If there are any other gaming systems that you wish to 'subscribe' to new items for, just tell us the system you require! If you subscribe to this offer, we will automatically send you one each of all new items as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 6 items Credit Card for 12 items

10% disc 10% disc

# Note

When ordering a subscription to new items, such as New BattleTech Items, for example, we will charge your credit card for each item when we send that item to you. Your credit card will not be charged in advance.

# **CRAZY SPECIALS**

### Please Give Second Choices - As Some Specials Are Only While Stocks Last

### **Trading Card Games**



WIZ BattleTech CCG: Counterstrike Booster
Counterstrike Booster Pack 15 cards...... Norm \$4,50 Crazy \$1.75
Counterstrike Booster Display 540 cards. Norm \$146 Crazy \$59.00
This is a Booster expansion for the BattleTech CCG. Has new Mechs
and legendary personalities to the battlefield, such as Adam Steiner
and Ulrich Kerensky, and mechs such as Daishi Prime.



FASA Underworld Booster ShadowRun CCG We've found some more Underworld Boosters for the ShadowRun Collectable Card Game by FASA. First in first served, as these stocks



Each Grab Pack will be randomly chosen from one system, taken from the following: Scorpion Clan Coup, Hidden Emperor, Legend of Burning Sands, Deadlands Doomtown, Rage Snake Eyes, Rage Original, Babylon 5 (Great War & 1st Ed Boosters), Wyvern, On the Edge, Mythos. Note: the first few orders for 3 or more packs, will receive a free Ultimate Combat Starter & Booster, while stocks last.

# **Wargames**

AH EMPIRES IN ARMS

Crazy Special \$45.00
A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardshuge war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterised this bloody era. Contains 1008 counters & two 25"x35" maps. The 48 page rulebook covers suing for peace, foraging, sieges, trade revenue. Spanish gold, civil disorder, levies, guerrillas, etc! A magnificent multi-player simulation of great scope & grandeur with 5 scenarios & 4 campaigns. Limited stocks, no more available.

AH RRITANNIA

Crazy Special \$30.00
A 3 to 5 player game that covers 1,000 years of British history where tenacious English tribes had to compete for real estate against the Romans, Angles, Saxons, Jutes, Scots, Irish, Danes, Norsemen and morel Players control several nations (not all of which are in play at the same time). 256 counters and a 22"x24" mapboard – this is an excellent multi-player game. Limited stocks, no more available.

AH BLACKBEARD

Crazy Special \$40.00

An extremely fast paced 1 to 4 player game of the high days of pirates. You command several historical pirates and King's Commissioners. Fast Action cards bring merchants over the horizon, or ports to be sacked or plundered. But all manners of ill fortune can get in the way, such as warships, storms, scurvy, mutiny, etc. 2 mtd mapboards, 16 page rulebook, 64 cards, 8 ship logs, 2 counter sheets. Limited stocks, no more available.

AH REPUBLIC OF ROME

Crazy Special \$45.00
An enjoyable, deceptively engrossing card 'n' counter game for 3 to 5 history buffs, each representing a faction of influential Senators ving for the Consul-ship of Rome. Players ruthlessly compete for influence & popularity, using means both fair & foul. These unserupulous cliques must also ecoperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs. Limited stocks, no more available.

HANNIBAL: ROME VS CARTHAGE

AH HANNIBAL: ROME VS CARTHAGE

Crazy Spacial \$45.00

A strategy game that lets you experience the excitement and events of Hannibal's march across the Alps and his subsequent 18 year campaign against Rome. If you play Hannibal, you have a leader who outshines all others. If you play Rome, you have massive reserves of manpower, but you will have to wait until later in the war to get good generals? decks of cards which bring out events and personalities of the period, 100 cards, mounted 22x32" maphozard, 132 political counters, 64 units & generals counters, etc. Limited stocks, no more available.



# **Role Playing Games**

#### TSR AD&D Core Rules Supplements

TSR AD&D Core Rules Supplements

Crazy Special \$93.00 Normally \$145.00

Here are four popular AD&D 'Core' products, two optional rule books and two modules. Limited stocks, also individually, as follows:

Skills & Powers Crazy Crazy \$30.00 Normally \$42.50

Player's Option Rulebook. House rules with new character abilities, ways to expand old powers, new sensory powers, development of personal goals and motivations, zero-level characters, new races as characters, etc. Softcover.

Spells & Magic Crazy \$30.00 Normally \$42.50

Player's Option Rulebook. New rules for spells and magic, new schools of magic for wizards, and brand new spells for both priest and wizard players.

Bastion of Faith Crazy \$20.00 Normally \$28.95

Presents a complete temple of priests and affiliates (holy warriors, devout rogues, pious wizards) that can be placed into any campaign or adventure. Also priest rules, mags of temple & surrounds, spells, advent.

Vortex of Madness Crazy \$20.00 Normally \$30.95

Suitable for any campaign, designed for players who we been everywhere and

slain everything. Presents five intriguing places on the Inner and Outer Planes, which can be played as single adventures or one campaign. Inlicudes the Titans in the pit of Tarterus breaking out of their prison after millennia; are a crazed wizard's secrets worth dying for? Has Gith returned to threaten the rule of the lich-queen? What happened to a famous madman?

#### TSR AD&D CD-ROM Special

Crazy Special \$140.00 Normally \$210.00
Here are two popular AD&D 'CD-ROM' products, as follows:
Dragon Magazine Archive Crazy \$80.00 Normally \$110.00
This amazing CD-ROM contains in electronic format, all issues of Dragon
Magazine # I to # 250 and the seven original Strategic Review issues — over 20
years of articles! Additional features include a bookmarking feature, links from
table of contents to articles, searches, live text which can be copied, printed or
evported.

exported.

F. Realms Interactive Atlas Crazy \$70.00 Normally \$100.00

The entire planet of the Forgotten Realms saga is here with this completely interactive atlas. Explore never-seen-before realms, sprawling cities, treacherous overland routes, perilous dungeons, over 500 maps! Examine the maps of entire continents, or zoom in for local details. You can print any map. You can add new levels of detail using AD&D Core Rules or Campaign Cartographer.

#### TSR Marvel Super Heroes Special

TSR Marvel Super Heroes Special

Crazy Special \$90.00

Here we present the Marvel Super Heroes Roleplaying game plus three important supplements. Wol'C has dropped this game, so these stocks are limited. Also available individually, as follows:

Marvel Super Heroes RPG

Crazy \$30.00

Normally \$46.00

The Marvel comic universe comes alive in a new adventure game. Now you can play Spider-Man, Wolverine, Iron Man, and others as you dive into the avesome action and madcap mayhem that make Marvel comics number one. Play your favorite heroes or create new ones. Includes basic rules with advanced options, an introductory adventure, a narrator's guide, catalog of superpowers, a roster of Super Heroes and Super-Villains with official game stats, and a Mighty Marvel Fate Deck for resolving all the action!

A Guide to Marvel Earth

Crazy \$20.00

Normally \$29.50

Letals of the homes, equipment, and secrets of some of your favorite Super Heroes and Super Villains. Includes rules, adventures and maps.

Fantastic Four Roster Book

Crazy \$23.00

Normally \$35.00

More than 100 friends and foes of the Fantastic Four, descriptions and game stats. 144 pages.

Richard's Guide to Everything Crazy \$21.00 Normally \$31.50

Explains how things work in the Marvel universe in an entertaining and visual fashion. Includes optional rules and full color section.

AH RUNEQUEST DELUXE

Crazy \$27.00

Normally \$55.00

The complete deluxe Runequest made available in a 280 page book. Includes the Players Book, with world details, character creation, combat & skills; a Magic Book with the 4 types of magic; a GM book, with scenario aids, ships & sailing, the money tree, civilization: the Creatures Book, which includes descriptions and stats; Glorantha Book with Mythos and history, magic & religion, Cult of Emalda, and a run down on the races of Glorantha. Limited stocks with no more available.

#### WHT Werewolf Changing Breed Books

Crazy Special \$137.00

Here we present all seven Werewolf the Apocalyse Changing Breed Tribe Books. Also available individually:

Crazy \$22.00

Normally \$30.00

Crazy \$22.00

Normally \$30.00

Crazy \$22.00

Normally \$30.00

To a splayer spanded and splayer characters it also tells their history as they remember it. The Bastet aren't simply man-sized kittens with an anose for trouble.

Crazy \$15.00

Normally \$30.00

Crazy \$15.00

Normally \$30.00

Normally \$30.00

Crazy \$15.00

Normally \$30.00

Normally \$30.00

Crazy \$15.00

Normally \$30.00

Nuwisha Spotlights the werecoyotes, the tricksters par excellence of the World of Darkness Learn their ancient tales, and the secrets they know about the approaching apocalypse.

approaching apocalypse.

Corax Crazy \$18.00 Normally \$25.50

If you want the dirt, they have it. If you want to know a nasty little secret about your enemy, ask the Corax. This Changing Breed book details the society of wereravens.

were average of the were considered to the were bears of the world of the were bears on were all the Garou from the shadows. Others exact vengeance on were worked for ancient slights. Details their four tribes.

Ratkin

Crazy \$22.00 Normally \$37.00

Hornally \$37.00

The ratkin were beasts boil up out of the severs, to exact revenge upon the world for past wrongs. They are crazed, paranoid saboteurs with plenty of tricks. With a raf s-eve-view of the history of the world.

Mokole

Crazy \$24.00 Normally \$37.00

Details the were croediles society. from the four major tribes that populate the hot places of the world: complete character creation rules, a look at the history of the world by the Memory of Gaia.

Ananasi

Crazy \$22.00 Normally \$33.00

the world by the Memory of Gaia.

Ananasi

Crazy \$22.00 Normally \$33.00

These eight legged werespiders have no friends, only food. They are children of Weaver, Wyrm and Wyld all in one, predators among predators. Beat vampires

#### WW Mage Chronicles Volume 3

Crazy Special \$20.00 Worth \$33.00 Features two out of print titles, Loom of Fate and The Choos Factor The archementy of Garou and Verbena has learned a secret that could trigger the end of the world, meanwhile. San Francisco tectors on destruction, and only a gifted

### WW Jerusalem by Night

Crazy Special \$5.00
For Vampire the Dark Ages. Learn the ways of this crucial city. Discover the ancient alliances and enmitties that have outlasted kingdoms and Crusades. Meet the Cainites who have seen millennia from their perch atop David's city with vampires knights, pilgrims and ghouls of royal blood

#### **EHP Hong Kong Action Theatre**

Crazy Special \$109.00
Here we present all seven Werewolf the Apocalyse Changing Breed Tribe Books. Also available individually.
Hong Kong Action Theature RPG Crazy \$25.00 Normally \$37.00
The world of blazing guns, flying fists and flashing blades. All the action of the action movies we see out of Hong Kong With a ground-benaking new style of play that simulates every aspect of the action flim, and produced in association with the Hong Kong film industry. In each adventure vour character remains the same, whether a cop a gangster, even an assassin. Does anybody really remember the different names of the characters played by Jackie Chan, No way! It's just a "Jackie Chan," novie. Features full source material for settings of Hong Kong and China, and profiles Jackie Chan, Bruce Lee, etc.
Film Festival # 1 Crazy \$18.50 Normally \$28.00
Contains 15 new adventures taken from gunplay, martial arts and bizarre fantasy gennes. 129 pages.

Swords of the Middle Kingdom Crazy \$34.00 Normally \$52.00 Explore the world of Wulin. defeat the minions of the evil Manchu, and restore

the benevolent Jen Dynasty to power. A fully fleshed out Chinese medieval fantasy world.

To Live & Die in Hong Kong

Crazy \$22,00

Normally \$33.00

Now specialities, expanded rules for martial arts, vehicles and magic. Two new genres of films, six new adventures, more source material, updated film listsings, etc.

The Triad Sourcebook
The Triads control crime in HK and have a history that stretches back 2,000
years. Covers their history, traditions and operations. Features heaps of gangsters and an epic length adventure.

PH LACE & STEEL

A swashbuckling romantic fantasy roleplaying game by Paul Kidd, set in the early seventeenth century Europe, featuring the hardware of the Thirty Years War and the English Civil War. The combat system has been designed to make combat dangerous and exciting. Has two decks of cards that resolve combat intelligently rather than rolling dice. Magic is very central to this game to give it an air of fin, fantasy and fairy tale. Also has classical Greek mythological races which fit into the atmosphere perfectly.

#### BTRC Macho Women with Guns Special

Crazy Special \$22.00

It is bad enough just stocking this game, but to go ahead and put it on special too? What were we thinking! Why is this game so popular? Can't be related to the fact that it features scantily clad women armed to the teeth with more types of guns than you see in a war movie, can it?

Macho Women RPG

I'm extremely embarrassed by this, but its rue. Macho Women is back in stock. If you are fixed of storytelling and diceless angst, and just want to go out and blow the living daylights out of something. Macho Women is the way to go. All the bad things are rolled into this one tasteless volume of 72 pages, with lots of new rules, cook artwork, and literally thousands of words arranged into marginally coherent sentencess. By BTRC.

More Excusses to Kill Things

Crazy \$12.00 Normally \$18.00

marginally concerns sentencess. by b IRC.

More Excuses to Kill Things Crazy \$12.00 Normally \$18.00

Pre-designed adventures, scenarios and a solo adventure to twist your brains into putty and your characters into greasy spots on the carpet. More monsters, more gimmicks, more ways to turn mindless mayhem into experience points.

#### GOO Japanese Anime Roleplaying Games

GOO Japanese Anime Roleplaying Games

Crazy Special \$102.00

Guardians of Order have produced a number of excellent roleplaying
games of popular Japanese animation movies or TV series. Individually:
Sailor Moon RPG

Te ultimate English-language guide to the world's most popular Magical Girl
Japanese anime series. The 200 page book includes B&W and color art, a
comprehensive resource section with guides to characters and episode guides;
and over 200 images of art. The background of the series is that after banishing a
great evil queen and her armies to the Negaverse, Queen Serenity of the Moon
Kingdom sends her daughter and the court princesses 1,000 years into the future,
into our day, where they were rebom as humans. Then the Queen died. And now
the evil Queen is slowly invading our space again, and the rebom Princesses,
young tecnagers, suddenly find themselves in a deadly war.

Complete Book of Yorna Vol 1 Crazy \$22.00 Normally \$33.00
The comprehensive "monster-of-the-week." source book for Sailor Moon. Has
full background and writeups, physical descriptions, numerous pictures, for
every Yoma, Cardian, and Droid from the first two seasons of Sailor Moon.
Color plates too.

Sailor Scout Diary
We have only a few of these, so they'll go to the first few orders only.

Domnion Tank Police RPG

Crazy \$25.00 Normally \$36.95
Based on the Japanese anime series. Now you can join the ranks of the Tank
Police in their right against crime, or be part of the Buaku Gang in their
quest for power and glory. In the year 2010 AD, the Earth is a very
unfriendly place — the atmosphere is a poisonus bacterial soup, vicious
underworld organizations have run of the cities, and governments are
helpless. Only the trigger happy Tank Police is the own and governments are
helpless. Only the trigger happy Tank Police stoned against them.

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MAA222 THE AGE OF TAMERLANE Said to be a descendent of Genghis Khan, Timur defeated the Igatais, Karts, Jalayarids, Georgians, Turkomans, Golden Horde, Mazandarians. Muzaffarids, Ortomans, Mamluks, & the Delhi Sultanate. \$23.00 MAA279 THE BORDER REIVERS Focuses upon the mounted English Border Reivers, elite troops who protected the English border from Scottish raids.

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259

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MAA105

THE MONGOLS The most successful warrior race in the whole of the Middle Ages. Russian cities fell before them, and then they turned on Hungary, crushing its armies.

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ELITE9

THE NORMANS The Normans began the creation of the United Kingdom, defeating of the Anglo-Saxons and unifying of all of Britain. Also established a state in southern Italy and Sicily.

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BLITE3

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Despite the Normans conquering the Anglo-Saxon England in 1066, it was another two centuries before the Anglo-Norman kings penetrated the wild interiors of Wales & Scotland.

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# Gun Powder Era

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Details the troops recruited from men born and raised in France, \$23.00
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SP371-4 NAPOLEON'S ELITE CAVALRY Huge hardcover book with 91 magnificent color plates of Napoleons cavalry, painted by Lucien Rousselot, with text describing the men & uniforms. \$110.00

NAPOLEON No. 13 A glossy color magazine, this one focusing on Napoleon's Egyptian campaign, covering the Battle of the Nile in Special detail, plus diagrams, maps, etc.

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# 36 - Reference Books, Art Prints, Videos

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### WWI, WWII, & Modern

NV30 AMTRACS US amphibious assault vehicles were used heavily in WWII, especially in the Pacific against the Japanese. A lack of them at Betio Island in 1943 saw a casualty list of 3,400 marines – one third of them killed. Also postwar amtracs. \$21.00 CAMP5 ARDENNES 1944 Hitlers last desperate gamble - the Battle of the Bulge. \$32.00 CAMPS
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BAGRATION 1944 A very detailed account of the build-up to, and the battles involved with the Soviet Army's massive assault on the Nazi Army Group Centre. in 1944
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# IDEOS

#### **Historical Videos**

#### Panzer Videos

A series of 60 minutes videos focusing on various German military tanks of WWII.

CHR006 Panzer VI Tiger & Kingtiger Video covers the Tiger I and II, and Elephant and Sturmtiger.

CHR007 Panzer V Panther Video covering the magnificent Panther tank in action on all fronts from 1943-45.

CHR008 Panzer IV The workhorse of the German Army.

\$40.00 CHR008 Panzer IV The workhorse of the German Army. \$40.00
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weak, these tanks lead the early Blitzkrieg. \$40.00
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highly
successful German series of assault guns. \$40.00
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Marder, Wespe and Hummel. \$40.00
CHR013 Half Tracks & Armored Cars German armored recon
vehicles and infantry carriers. \$40.00 CHR013 Half Tracks & Armored Cars German armored recon vehicles and infantry carriers.

CHR034 Panther Ausf A & D Focuses on the Panther D and early A variants, using footage not on the earlier video.

440.00 CHR035 88mm Flak 36 Focus on the famous German 88.

440.00 CHR036 Fallschirmjaeger 'Green Devils' 1933-1941 The paratroop arm of the Luftwaffe, concentrating on Crete 1941. \$40.00 CHR037 Fallschirmjaeger 'Green Devils' 1942-1945 Covers primarily the Italian and Normandy theatres, but also shows them engaging Soviet T-34s using Panzerschrecks.

#### **Luftwaffe Videos**

CHR015 Jager - Day Fighters 1939-42 The video primarily	covers
the Messerschmitt Bf-109.	\$40.00
CHR016 Jager - Day Fighters 1942-45 The video primarily	covers
the FockeWulf Fw-190.	\$40.00
CHR017 Zerstorers- Heavy Fighters & Nightfighters	\$40.00
CHR018 Stuka & Schlachtflieger Stuka, Hs-129, Fw-190.	\$40.00
CHR019 Bombers & Bomber Operations 1939-42	\$40.00
CHR020 Bombers & Bomber Operations 1942-45	\$40.00
CHR021 Jet Fighters, Jet Bombers & V. Weapons	\$40.00
CHR022 Transports, Gliders & Fallsschirmjager	\$40.00

### **Babylon 5 Videos**

We now stock the full range of currently availabe Babylon 5 Videos, by Warner Home Video. (I own all the videos myselft) The Babylon 5 series focuses on an ancient, evil race that gathers together in the shadows, once it has been accidently reawakened by a curious human survey team. Meanwhile, another equally ancient race helps to prepare the younger races to prepare for the return of this evil menace. The entire series is packed full of mysteries that will be revealed to you eventually, though you will have to watch some episodes as much as four times to spot all the cleverly hidden clues. I used to be a die-hard Trekie, but once I realised that a brilliant continuous plot line line linked all the Babylon 5 episodes together, I defected!

Each tape has either a double episode, or two 45 minute episodes.

#### Season One

B5 Pilot Universe on Brink of Destruction	\$20.00
Ambassador Kosh is poisoned as soon as he arrives on Bal	vlon 5.
and the race is on to find the assassin.	
B5 Vol 1 Midnight on Firing Run/Soul Hunter	20.00
A Centauri outpost is attacking without provocation./ Hunter comes to Babylon 5 - but who is his target?	A Soul
B5 Vol 2 Born to the Purple/Infection	\$20.00
A Centauri slave-dancer tries to seduce Londo Molari. dangerous illegal artifact is smuggled onto Babylon 5.	A very
B5 Vol 3 Parliament of Dreams/Mind War	\$20.00
An assassin is sent to kill G'Kar./A rogue telepath flees Ps but why are his powers so great?	
B5 Vol 4 War Prayer/Sky Full of Stars	\$20.00
The Home Guard group infiltrate Babylon 5, intent on aliens./ Earth radicals kidnap Commander Sinclair, and pr mind to learn why the Minbari surrended.	killing obe his
	\$20.00
Deathwalker arrives on Babylon 5, claiming to have an imm serum./A dying child is not allowed surgery.	
B5 Vol 6 Survivors/By Any Means Necessary	20 00
Radicals plan to assassinate President Santiago when he Babylon 5./The Docking Bay workers go on strike.	e visits
	20.00
One of the best episodes. A strange man, Morden, comes to asks everyone, "What do you want?" Meanwhile, a Raide carrier attacks B5./A kick-boxer comes to B5.	B5 and r strike
B5 Vol 8 Grail/Eyes	20.00
A hideous Na'ka'leen Feeder alien is on the loose on official interrogates Sinclair and tries to have him sacked.	B5./An
B5 Vol 9 Legacies/Babylon Squared	20.00
The body of dead Minbari leader, brought to B5, disappea Minbari threaten another war./Babylon 4, which disappe years ago, suddenly re-appears.	rs. The ared 4
B5 Special Episode: A Voice in the Wilderness	20.00
The dead planet below B5, Epsilon 3, suddenly comes revealing aeons old technology.	to life,
	20.00
An escaped killer takes a dying doctor hostage./Delenn tu a chrysalis, a plot is made to assassinate President Santia unknown forces attack a Narn military outpost.	

#### Season Two

B5 Vol 11 Points of Departure/Revelations \$20.00 Sheridan arrives on B5 to take over after Sinclar leaves, but Minbari dissidents are not happy & try to provoke another war./Delenn emerges from the chrysalis, but what has she become? The Narn suspect that the Shadows, are back.
B5 Vol 12 Geometry of Shadows/Distant Star \$20.00 Technomages come to B5./An Earthforce Explorer ship is damaged in the warp, and B5 goes to the rescue, but they encounter a Shadow ship in the warp.
B5 Vol 13 The Long Dark/Spider in the Web \$20.00 B5 finds a derelict, ancient space ship, with one passenger still alive in cryo-sleep./An terrorist arrives on B5, hoping to destroy the Mars peace process.
B5 Vol 14 Soul Mates/Race Thru Dark Places \$20.00 Londo has to choose which two of his three wives he should divorce./Psi Cop Bester comes to 85.
B5 Vol 15 Coming of the Shadows/Gropos \$20.00 Centauri emperor comes to B5, hoping to make peace with the Narns, but Londo and Refa make plans to attack a Narn base./Hundreds of Marines arrive prior to going on a mission. B5 Vol 16 All Alone in the Night/Acts of Sacrifc \$20.00 General Hague asks Sheridan to help spy on the new president./The Narn are losing the war against the Centauri.
B5 Vol 17 Hunter, Prey/ Now For A Word \$20.00 Evidence is found that Sandiago was assassinated./Narn and Centauri ships fight at B5.
B5 Vol 18 There All the Honor Lles/Knives \$20.00 Sheridan is tricked into killing a Minbari./Londo is forced to duel his old friend.
B5 Vol 19 Shadow of Z'ha'dum/Confessions \$20.00 Sheridan arrests Morden and questions him as to why his wife died on the ship that went to Z'ha'dum./A plague infests B5.
B5 Vol 20 Long, Twilight Struggle/Divided Loyl \$20.00 One of the best episodes. Narns attack a Centauri outpost with their entire fleet, but a surprise is waiting for them./A psicorps planted traitor is in the B5 command staff.
B5 Vol 21 Comes the Inquisitor/Fall of Night \$20.00 A Vorlon inquisitor interrogates Delenn & Sheridan./A Centauri Battlecruiser attacks Babylon 5. Great episode.

#### Season Three

B5 Vol 22 Matters of Honor/Convictions The White Star battles a Shadow ship./A mad bomber places bombs all over B5.
B5 Vol 23 Day in the Strife/Gethsemane \$20.00 G'Kar is told to return to Narn, where he will probably be executed./A monk learns he is a brain-wiped ex-murderer.
B5 Vol 24 Voices of Authority/Dust to Dust \$20.00 lvanova uses the Great Machine on Epsilon 3, and finds unexpected evidence./Bester comes to B5 tracking down an
illegal psionic drug that is on the black market.  B5 Vol 25 Exogenesis/Messages from Earth \$20.00
People from 'Down Below' are having sybiotic aliens put on them./President Clark has found a Shadow ship. Sheridan tries to destroy it first.
B5 Vol 26 Point of No Return/Severed Dreams \$20.00 Civil war breaks out in Earthforce. Nightwatch are given control of B5./Severed Dreams is the best Babylon 5 episode made. It won the Hugo SF award, defeating all other challengers. I've watched it over ten times at least! Babylon 5 declares its independence, and an Earthforce Task Force is sent to take control of Babylon 5 by force
B5 Vol 27 Light & Dark/Sic Transit Vir \$20.00 Nightwatch terrorists kidnap Delenn, and try to take over B5./What connection does Vir have with 2,000 Narns who appear to have died?
B5 Vol 28 Late Delivery/Ship of Tears \$20.00 Sheridan tries to get the League to help defend B5./The Shadows run a ship of 'weapons systems' near B5, and Bester helps Sheridan to capture it.
BS Vol 29 Interludes/War Without End Pt 1 \$20.00 Sheridan tries to make the Vorlons attack the Shadows./A time rift opens, and Sinclair, Sheridan, etc must go through the rift, to reach Babylon 4. Learn of the last Shadow War 1,000 years ago. BS Vol 30 War Without End Pt 2/Walkabout

What are Sinclair and Sheridan planning to do with 47/Sheridan asks Lyta to help attack a Shadow ship.	Babylon
B5 Vol 31 Grey 17 is Missing/Rock Cried Out	\$20.00
Naroon tries to stop Delenn taking over the Rangers./Lon to have Lord Refa removed from power.	do plans
B5 Vol 32 Shadow Dancing/Z'ha'Dum	\$20.00
Sheridan leads a huge battlefleet to attack a fleet./Sheridan goes alone to Z'ha'Dum to meet w	
Shadows.	AITH THE
Season Four	

Season Four

\$20.00

Sheridan and Lorien rarrur to Babylon 5, as does Garibaldi. The Vorlons go on the rampage, destroying whole worlds./Sheridan makes plans to stop the Vorlons and the Shadows, while Londo plans to assassinate Cartagia.

Season Four

Season Four

Season Four

Season Four

Season Four

\$20.00

Vorlon killer fleats close on Centauri Prime and Coriannis Six. Sheridan leads Lorien and Ivanova to find more First Ones. Sheridan leads the entire Alliance fleet to oppose the Vorlons and Shadows at Coriannis Six. Molari makes plans.

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\$20.00

The Shadow are is over, but Earthgov now threatens B5. Bester arrives with information in exchange for a personal favour. ISN reporters come to B5, wanting to know the truth.

\$5 Taps 37 Atonement/Racing Mars

\$20.00

Delenn is recalled to Minbar and we learn in great detail the beginning of the Earth-Minbari war. Sheridan contacts the Mars resistance. Marcus & Franklin go to Mars, but a traitor is in their midst. Garibaldi agrees to help kidnap Sheridan.

B5 Taps 38 Lines of Comm/Conflicts of Interest

\$20.00

The religious and warrior castes wage war civil war on Minbar. Delenn tries to stop it by challenging the leader of the warriors to an ancient ritual. Earthgov murders 10,000 innocent civilians.

B5 Taps 39 Rumors & Lies/Moments of Transitn

\$20.00

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B5 Tape 44 No Compromises/Londo's Long Night \$20.00
The new Captain Elizabeth Lochley takes over Babylon 5 while an assassin prepares to kill President Sheridan. Londo has a heart attack and must face his crimes before he can recover.
B5 Tape 45 Paragon of Animals/Gallery View \$20.00
Sheridan tries to forge the younger races into an alliance. The White Star fleet go into action against unknown enemins. Then a new alian race attacks Babylon 5
B5 Tape 46 Learning Curve/Strange Relations \$20.00
A new Ranger recruit is singled out by a crime syndicate on B5.
Garibaldi distrusts the new Captain. Best comes to B5, while
B5 Tape 47 Secrets of the Soul/Blind Kingdom \$20.00
Franklin discovers a sinister secret kept by an alian race. Byron and Lyta discover a terrible secret about the Vorlons & telepaths.
B5 Tape 48 Telepaths Tragedy/Day of the Dead \$20.00
The rogue telepaths on B5 split, and half of them go on the warpath. The Brakiri hold a strange festival that results in the dead visiting several of the key B5 characters.
B5 Tape 49 More details later. \$20.00
B5 Tape 51 More details later. \$20.00
B5 Tape 51 More details later. \$20.00
B5 Tape 52 Fire & Shadow/Fall of Centauri Prime \$20.00
Against Sheridan's orders, the Narn and Drazi attack Centauri Prime, while Sheridan rushes after them with the Whitestar Fleet to try to stop them. Meanwhile, the secret powers controling Centauri reveal themselves to Londo, and offer a deal.
B5 Tape 53 Wheel of Fire/Objects in Motion \$20.00
Crist ring the secret powers controling of Kar and Lyta make plans to leave B5, after Lyta strikes a deal with Garibaldi, who is having trouble with his underlings on Mars. B5 Tape 54 Objects at Rest/Sleeping in Light \$20.00
The final episode(s). Sheridan and Delenn leave B5 for their new home on Minhar. Mollari prepares the destruction of the Alliance. Second episode is twenty years later, time for Sheridan to die.

#### **Babylon 5 Telemovies**

B5 In the Beginning Telemovie

Set ten years before the pilot episode of Babylon 5. A human exploratory fleet approaches the Minbari borders and blunders into a Minbari fleet. Misunderstanding leads to a disaster that almost destroys the human race. What can save humanity? (Don't watch this telemovie until you have watched all episodes in Seasons 1 to 4, otherwise you will spoil it for yourself, by learning the answers to many of the mysteries.)

B5 Thirdspace Telemovie

S5t in 2261. While on long range patrol, a squadron of Strufuries from Babylon find an ancient artifact diriting through hyperspace. Over a mile long and more than one million years old, they tow thack to Babylon 5 and try to work out what it is. Meanwhile, people all over the station begin having wonderful or horrific dreams... back to Babylon 5 and try to work out what it is. Meanwhile, people all over the station begin having wonderful or horrific dreams...

B5 River of Souls Telemovie

The Soul Hunters have a terrible secret, 1 billion souls wrongfully imprisoned for 10,000 years. Now someone has stolen them and fled to Babylon 5. Martin Sheen plays the Soul Hunter coming to retrieve them, but as a billion enraged souls erupt on to Babylon 5, all hell breaks loose. Dazzling special effects.

B5 A Call to Arms Telemovie

The fourth and final B5 telemovie. Earth and Minbari join forces to build two battleships under Sheridans direction. But he receives a message in his dreams to search for three beings, so he assembles a new team, steals the two battleships, and then rushes to lead Earth's defense against the imminent Drakh attack.

#### **Star Trek Videos**

Star	Trek	Next	Ge	neration	TV	Serie
	(Please	allow I	to 3	weeks for	delive	ry)

STNG V1 Encounter at Farpoint	\$20.00	
STNG V2 Naked Now/Code		\$20.00
STNG V3 Last Outpost/Where		\$20.00
STNG V4 Lonely Among/Justice	\$20.00	
STNG V5 Battle/Hide & Q		\$20.00
STNG V6 Haven/Big Goodbye		\$20.00

STNG VI Deselve (Access Occasion)	
	420.00
STNG V7 Datalore/Angel One STNG V8 110001001/Too Short a Sea	\$20.00
	\$20.00
STNG V10 Coming Age/Heart of \$20.00 STNG V11 Arsenal/Symbiosis \$20.00 STNG V11 Arsenal/Symbiosis \$20.00 STNG V12 Skin of Evil/Paris	120.00
STNG V11 Arsenal/Symbiosis \$20.00	
STNG V12 Skin of Evil/Paris	\$20.00
STNG V13 Conspiracy/Neutral Zone	\$20.00
STNG V14 Child/Where Silence \$20.00 STNG V15 Elementary Dat/Outrageous STNG V16 Loud as Whis/Schizoid	
STNG V15 Elementary Dat/Outrageous	\$20.00
STNG V16 Loud as Whis/Schizoid	\$20.00
STNG V17 Unnatural/Matter of Honor	\$20.00
STNG V18 Measure of Man/Dauphin	\$20.00
STNG V19 Contagion/The Royale STNG V20 Time Squared/Icarus \$20.00 STNG V21 Pen Pals/Q Who	\$20.00
STNG V20 Time Squared/Icarus \$20.00	e but tublond
STNG V21 Pen Pals/Q Who	\$20.00
	deration's first
encounter with the Borg. STNG V22 Samaritan/Up Ladder \$20.00 STNG V23 Manhunt/Emissary	
STNG V22 Samaritan/Up Ladder \$20.00	400.00
STNG V23 Mannunt/Emissary	\$20.00
STNG V24 Peak Perf/Shades of Grey STNG V25 EvolEnsigns of Command STNG V25 EvolEnsigns of Command STNG V26 Survivors/Watchers? \$20.00 STNG V27 Bonding/Booby Trap \$20.00 STNG V28 Engry Perior	\$20.00 \$20.00
STNG V25 EVO/Ensigns of Command	920.00
STNG V27 Bonding/Booky Tren \$20.00	
STNG V27 Bortaling/Booby 11ap V20.00	\$20.00
STNG V29 Vengeance Fac/Defactor STNG V30 Vengeance Fac/Defactor STNG V30 Hunted/High Ground \$20.00 STNG V31 Deja 0/Matter of Perspective STNG V32 Yesterday's Enterprise/Offspring	\$20.00
STNG V30 Hunted/High Ground \$20.00	¥20.00
STNG V31 Deia O/Matter of Perspective	\$20.00
STNG V32 Yesterday's Enterprise/Offspring	\$20.00
Yesterday's Enterprise sees the Enterprise D of	n avaloration
duties, when they suddenly encounter a time rift	, from which
emerges the Enterprise C. Immediately, the preser	nt is changed,
and the Federation is at war with the Klingon Em	pire - billions
duties, when they suddenly encounter a time rift emerges the Enterprise C. Immediately, the preser and the Federation is at war with the Klingon Em have died so far. And only Guinan notices that	something is
wrong. STNG V33 Sins of Father/Allegiance	
STNG V33 Sins of Father/Allegiance	\$20.00
STNG V34 Captain's Holiday/Tin Man	\$20.00
STNG V35 Hollow Pursuits/Most Toys	\$20.00
STNG V36 Sarek/Menage A Troi \$20.00	office of the same
STNG V34 Captain's Hollday/Tin Man STNG V35 Hollow Pursuits/Most Toys STNG V36 Sarak/Menage A Troi \$20.00 STNG V37 Transfigured/Bast of Both Worlds 1 Bast of Both Worlds Parts 1 and 2 seas a Barn out	\$20.00
Best of Both Worlds Parts 1 and 2 sees a Borg cul	be-ship invade
Best of Both Worlds Parts 1 and 2 sees a Borg cul Federation space. The Enterprise is despatched to its progress while a Federation battlefleet is assemble	try and delay
its progress while a rederation pattlefleet is assemb	ned to meet it
closer to Earth.	\$20.00
STNG V38 Best of Both Worlds 2/Family STNG V39 Brothers/Suddenly Human	\$20.00 \$20.00
STNG V40 Remember Me/Legacy	\$20.00
STNG V41 Reunion/Future Imperfect	\$20.00
STNG V42 Final Mission/The Loss	\$20.00
STNG V42 Final Mission/The Loss STNG V43 Data's Day/The Wounded STNG V44 Devil's Due/Clues	\$20.00
STNG V44 Devil's Due/Clues	\$20.00
SING V45 First Contact/Galaxy's Child	\$20.00
STNG V46 Night Terrors/Identity Crisis STNG V47 The Nth Degree/Qpid \$20.00 STNG V48 The Drum Head/Half a Life	\$20.00
STNG V47 The Nth Degree/Qpid \$20.00	
STNG V48 The Drum Head/Half a Life	\$20.00
	\$20.00
STNG V50 In Theory/Redemption Part 1	\$20.00 \$20.00
STNG V51 Redemption Part2/Darmok	\$20.00
STNG V50 In Theory/Redemption Part 1 STNG V51 Redemption Part2/Darmok STNG V52 Ensign Ro/Silicon Avatar	\$20.00
STNG V54 Unification Parts 1 & 2	\$20.00
STNG V54 Unification Parts 1 & 2 STNG V55 Matter of Time/New Ground	\$20.00
STNG V54 Unification Parts 1 & 2 STNG V55 Matter of Time/New Ground STNG V56 Hero Worship/Violations	\$20.00 \$20.00
STNG V57 Masterpiece Soc/Conundrum	\$20.00 \$20.00 \$20.00
STNG V57 Masterpiece Soc/Conundrum STNG V58 Power Play/Ethics	\$20.00 \$20.00 \$20.00 \$20.00
STNG V57 Masterpiece Soc/Conundrum STNG V58 Power Play/Ethics	\$20.00 \$20.00 \$20.00 \$20.00 \$20.00
STNG V57 Masterpiece Soc/Conundrum STNG V58 Power Play/Ethics STNG V59 The Outcast/Cause & Effect STNG V60 The First Duty/Cost of Living	\$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00
STNG V57 Masterpiece Soc/Conundrum STNG V58 Power Play/Ethics STNG V59 The Outcast/Cause & Effect STNG V60 The First Duty/Cost of Living	\$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00
STNG V57 Masterpiece Soc/Conundrum STNG V58 Power Play/Ethics STNG V59 The Outcast/Cause & Effect STNG V60 The First Duty/Cost of Living	\$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00
STNG V57 Masterpiece Soc/Conundrum STNG V58 Power Play/Ethics STNG V59 The Outcast/Cause & Effect STNG V60 The First Duty/Cost of Living	\$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00 \$20.00
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Intermediate

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(Veteran gamers only)

**Master Games** 

(Too many rules)

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Fairly Suitable For Solitaire Play ##

**Highly Suitable** For Solitaire Play

Can Only Be Played Solitaire

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Xeno Alexander's Generals

Xeno Alexander's Generals

A magnificent game from Xeno games, this is the game of Alexander the Gneat's Successors squabbling amongst themselves, 323-281 B.C. The game is very similar in mechanics to Milton Bradley's \$Nogon For 2 - 6 players, each with two historical generals, such as Lysimachius & Cassander, Seleucus & Anthochus, Ptolemy & Merelaos, etc. The 60 province cards are dealt equally to each player, and players then place their armies and garrisons. Armies have up to 18 units, and all stand-up counters have two slees, for fog of war. Units include cavalry, lephants, phalans, missile troops, skimishers, garrisons and trirenes. Rules are simple, so you can concentrate on playing the game! For combat, each unit has an attack value against each other type of unit. For example, Elephants füll cavalry on 5+ on a D10. 23 v.23\* color map, \$52 color stand-up counters, 60 province cards, 4 D10 dice.

365.00

For 2 – 4 players, who battle until the last King controls Bosworth Field, site of the last battle of the War of the Roses in 1485. Each player has 16 cants, each of which moves exactly as a chees piece. However, traditional chees strategies will only go part of the way to developing a successful strategy. With mounted mapboard. \$40,00

GMT CATAPHRACT

Using GMT's Great Battles of History rules system. Covers the era of the Justinian Reconquest of Rome—the greatest expansion Rome had undergone in its history, under a single ruler, other than Trajan or Augustus. The wars with Persia are highlighted by Dara and Callinicum, the destruction of the Vandals, by Tricameron, and the decades—long struggle

GMT CAESAR: CONQUEST OF GAUL \*\*/###

GMT CAESAR: CONQUEST OF GAUL \*\*/###
Using GMT's Great Battles of History rules system, his game contains 840 counters of Romans and Gauls, two 22x34" maps, eight Roman legions, ten different tribes of barbarians, war galleys, sail ships and transports, a much simplified command system, the timer major land bettles of the war, the Reard German cavalry. \$99.00 Veni, Vidi, Vici This module features two Caesar-era battles against the Pontines, 47 BC. Nicopolis and Zela While Caesar was in Alexandria doing lunch with the Pharanoh (Cleopatra), his lieutenant, Domitius, gets whomped in Asia Minor by Pharnaces, overreaching King of Pontus. Caesar retaliates by marching north and returning the favor to Pharnaces. As he said in his dispatches, "I Came, I Saw, I Conquered." The module contains a scenario booklet and 60 counters (mostly the new legions).

\$25.00

RGG CAESAR & CLEOPATRA

A card game for two players. Caesar & Cleopatra kissed and they fought. Caesar
wanted to place Egypt under Roman administration. Cleopatra wanted to keep it
independent. In this game you play either of the above two competitors, trying to
influence the Roman assente to back your cause. Back stabbing is all part of the game
You win by making best use of your resources. With 135 cards.

\$44.98

CoA Chariot Lords

A very impressive game for 3 - 4 players. Set between 1500 and 600 BC in Asia Minor and the Modifernancen. Each player controls between 5 - 6 nations over the duration of the time period (though not all at the same time.) Every nation has specific historical victory points. Some nations begin strong, others weak Armies are a mix of foot and mounted units, with a few exceptional leaders. Combat is simple, but expanded an empire and keeping it intact is not! Beautiful mounted mapboard, 140 ½ "counters, 170 5/8" counters, nation charts, master nation chart, etc. Great! \$99.00

EGD Condottiere 2nd Ed

In Renaissance Italy, armies of meroenaries fought to conquer fragmented city-states for the highest bidder. Using a unique deck of cards and the map of Italy, you must exploit the assets in your hand and thwart the traps set by your adversaries. Requires diplomatic cauraing and good generalship to win. 96 playing cards, 60 small wooden pieces, mounted gameboard. Has optional rules: 2 – of players.

RGG El Caballero

RGG El Caballero

\*##

On to the New World! Leave the Spanish mainland behind and set sail to discover the New World! This time your trusty Caballeros help you to control the islands and the seas of this new land. Both land and sea may contain spacial treasures. Once new islands and lands have been discovered, players rush their Caballeros to the most valuable areas to claim them. Buy castles to protect against enemy attacks and build ships to support trade and fishing. This version includes governors and Grandes. With 40 colorful title, \$2 power cards, 48 area tites, 16 ship tokens, 16 castle tokens, 4 wooden blocks for leaders, rules, etc.

\$42.50

RGG El Grande

Spain in the middle ages. It is a time of avakening. The position of the king is secure, but the high aristocrats, the Grandes, look to expand their influence. Their primary weapons are the attendants to the king, the Caballeros Each Grande has his favorites, recruited from the provinces, which he deploys to accumulate the power he so desires. Fencing, not with the sword, but with cunning and doceit, the Grandes struggle for power, sanding the Caballeros openly into the regions and secretly to the Cestillo. With 160 wooden playing pieces, over 100 cards, mounted mapboard, etc. \$85,00

**HAN Euphrat & Tigris** 

HAN Euphrat & Tigris

A game of great struggle wherein four kingdoms attempt to develop commense, religion, political might and food. A balance of co-operation and conquest, couge coercion, only one kingdom will reign superme in the end, includes the cities Ur. Ninevah and Babylon, etc. With stunningly beautiful components, including mounted mapboard. 153 eviluzation tiles, 8 catastrophe tiles, cloth bag, wooden monuments, 16 leader markers, 150 wooden cubes, 10 treasure cubes, etc. \$110.00

S&T197 Great Medieval Battles

Soc. 1197 Great intentive an intention of the state of th

AH Hannibal: Rome vs Carthage

A strategy game that lets you experience the excitement and events of Hannibal's march across the Alps and his subsequent 18 year campaign against Rome. If you play Hannibal, you have a leader who outshines all others. If you play Rome, you have massive reserves of manpower, but you will have to wait until later in the war to get good generals2 decks of cards which bring out events and personalities of the period, 100 cards, mounted 22x32" mapboard, 132 political counters, 64 units & 380.00

History of the World

AH History of the World
Ab beautifully designed and presented game which traces the progress of mankind from the dawn of civilization to the threshold of modern times. Starting 5,000 years with the ancient Sumerians, a succession of 99 empires rise and fall with the rapid passing of the centuries. Players receive multiple offers of abandonning their own empire and taking over the control of a new empire that atises, so they never have to stop playing. 2 to 6 can play, and every corner of the Earth is included, from the Mincans of Create to Alexander the Great to Rapoleon, etc. 4, great game. 48 Empire cards, 64 event cards, four counter sheets, 32" x 22" mounted mapboard, etc. \$80,00

This is a popular European boardgame printed in English by Clash of Arms. For 3—6 players, ages 10 and up. For just over one hundred years England and France battled over who would sto on the French throne. Even within France itself factions developed. From this struggle heroes such as the Black Prince and Joan of Arc emerged. Long sieges followed short campaigns, bands of mercenaries maranded across the countryside. Famine and plague made matters worse. With a large mounted mapboard, 30 figures including 20 castles and 10 fortresses, 80 cards, 45 110.00

**GMT Julius Caesar** 

GMT Julius Caesar 
960 stunning counters giving each type of fighting unit of Marian Rome, 3 double 
sided maps, 30 legions using the Marian cohort system, with each cohort rated either 
veteran, recruit, or conscript. Every major battle of the Roman Civil War is covered, 
including Pompey, Marc Anthony, Julius Caesar, etc. Battles include Pharsalus in 
Thessaly, between Caesar and Pompey, Munda in Spain, Pompey with 13 legions 
gagainst Caesar's crack 8 legions. Thapsus in Africa, with Scipio & a Numidian ally 
against Caesar's crack against Caesar, etc!
Dictator: Julius Caesar Module # 1

against Caesar, cet Dictators Julius Caesar Module # 1
Rules, scenarios, & a new full color counter sheet, allowing two new battles to be fought. Veredlae in 101BC with Consul Marius against the Climbi under King Boerix, & Chaeronea in 860 C, Corsul Sulla against Archelaeus. \$30.00
Jugurtha: Julius Caesar Module # 2 Has the battles Muthul River 109
BC and Ciral 106 BC with Romans versus unmidians. \$36.00
Phalanx You can't get GMT's Alexander anymore, but for those who have it, this expansion has the battles of Sellasia 221BC & Mantinea 207 BC.
Shoot Players Guide to SPQR You can't get SPQR anymore, but for those who have it, this is the 72 page player's guide.

have it this is the 72 page player's guide.

\$30.00

C31 Magazine Issue # 10 The lastest C3i has seven new scenarios for Cavar, Down in Flamer campaign module including new color aircraft cards: five new SPQR scenarios with over 80 new counters, 60 other new counters.

\$14.00

RIO Lionheart (Lowenherz)

The king lies near death and the princes are all vying to succeed him. To do so, a prince must accumulate power. They do this by controlling territories. Each begins with 3 castles, and each turn must choose between adding borders around new territories obtained, placing new knights, or saving gold. A viscusly appealing game with 100 plastic walls, plastic castles and knights, 112 cards, 6 map pieces.

\$80,00

SMG Lords of the Renaissance

A game of conquest, trade and guile in Europe and the Middle East from 1460 – 1499, for 2 to 12 players. Each player starts as a merchant prince or small Duchy, and also acts as either military advisor or treasurer of an empire. Color mapshed, 12 player calendars, 236 cards, 316 counters. 2nd rate components in ziplock bag. \$\$55.00

CHX Plague & Pestilence
A card game of peace, war and plague in the Middle Ages. For 2 – 6 players. Wage
war on your enemies, lead a holy crusade, but prepare for the coming of the plague 2
Death Dice, 6 presperity/plague cards, 64 population & 70 playing cards.
\$34.95

RGG Ra
A stunningly beautiful game that spans 1,500 years of Egyptian history. You seek to expand your power and fame by influencing pharaohs, building monuments, farming on the Nile, paying homage to the gods, advancing the technology of the poople –

and all for the glory of the Sun God Ra. With board, 16 sun tokens, 180 playing tiles,

AH Republic Of Rome
An enjoyable, deceptively engressing card in counter game for 3 to 5 history buffs, acch representing a faction of influential Senators vying for the Cossil-ship of Rome. Players nutriesty compete for influence & popularity, using means both fair & foul. These unscrupulous cliques must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to resides mobs.

RGG Samurai
In Samurai Japan, there were three forces: peasants, clergy and nobility. The way to power led through the peasants, the clergy, to the nobility. To become a samuai, one had to be supported by one of these three forces, and have strong connections to the other two. These three forces are represented in this game by nice fields, buddhas and high helmets, the pieces made from plexiglass. The colorful board comes in four pieces, representing all of Japan. With 39 plexiglass playing pieces, 80 tokens, 4 Japanese screens, rules. Looks cute.

\$85.00

Become a samurai Card Game

Become a samurai varrior in the Sengoku period (1467-1568), seeking to gain honor by serving a feudal warlord, his daimvo. Should he follow the honorable paths objectly and swordsmanship, or the dishonorable but powerful way of treacherous ninjas and gunpowder weapons? Each game is a unique test of strategy. For 3 - 6 players, ages 104: With simple nulebook, score counter, 6 dice with clan emblems on each face, two decks of cards with stunning art.

\$39.95

MB Samurai Swords

Milton Bradley has re-released Shogun, now re-titled Samurai Swords. This is one of the best multi-player games ever produced. For 2 to 5 players, the time is the mid-16th century, the Age of War in Japan. Five formidable wardords prepare for a climactic clash of arms. Their weapons are secret strategies, sneak attacks and deadly samurai warfare. Their goal? To crush the enemy and earn the exalted title of Shogun. Only one can succeed! You have three daimyos leading field armies, garrisons, you can build castles, fortifications or more troops, hire ninga, but be on the watch for those backstabs! With a beautiful mounted mapboard of the whole of Japan, 406 plastic soldiers, plastic money, army cards, production secretory screens, simple to follow rules, plastic swords, 72 domain cards, etc. Note special price.

569.95

APL Scotland the Brave

An exciting fast paced boardgame of William Walloe's campaign against the English in 1297. With a 11" x 17" mounted map of southern Scotland and northern England, 140 counters, 8 pages of rules and scenarios, 2 – 4 hours playing time.

\$55.00

AH Successors \*\*/#

The time was 326BC, and Alexander the Great had just died. Alexander had made no provisions for an orderly succession, so in a short time his Macedonian general would be fighting among themselves to control his vast empire. A 3 to 4 player game. The beautiful mounted mapboard stretches from Europe to Persia. Each player commands two or more of the 11 generals. With 64 playing cards, mutiny, assassins, sieges, naval combat, defections, 3 counter sheets.

\$899.00

COA The King's War

A two player operational simulation of the English Civil War. Each leader has his own individual rating, which influences all aspects of game play. The map is of algebra the player maneuvers his forces and attempts to defeat his opponent by controlling his strategically important recruiting areas while at the same time denying the enemy access to his own. With seven scenarios and the Grand Campaign. 500 counters, 22x34\* map, player and maps, charts, rules.

S60.00

Campaign. 500 counters, 22x34" map, player aid maps, charts, rules.

MAY The Settlers of Catan 2nd Printing \*/#
This medieval boardgame is the most popular board game in Australia at the moment. In this game, groups of settlers try to become the dominant group on the remote island of Catan by building settlements and cities across uncharted wildemess. Each player tries to guide their settlers to victory by clever building and trading. Building is based on resources that you gain based on where you build and the roll of the dice. This combination of strategy and luck makes Settlers an excellent game for players of all skills. With 37 geo-morphic hexagons, 120 raw material cards, 36 development cards, 4 colors of game pieces, 18 counters and dice. Thoroughly recommended.

recommended.

Settlers of Catan 5 & 6 Player Expansion Now five to six players

Settlers of Catan 5 & 6 Player Expansion Now five to six players can explore and settle Catan. Allows you to add up to two more opponents without sacrificing ease of play. Has 15 hexagonal region tiles, and in two new colors has 10 wooden settlements, 8 wooden cities, 30 wooden mode, 25 resource cards, cut.

The Seafarers of Catan in this expansion, you control a group of scafaring settlers exploring and taming the unchantred lelse of Catan. Build ships, chart nearby waters, establish productive sea lanes, discover far-off mines. With 14 new edge pieces, 24 new hexagons including 12 water and 12 land, 60 wooden ships in four colors, 12 harbor tokens, 18 chits, rules.

Seafarers of Catan 5 & 6 Player Expansion Now five to six players can play Seafarers of Catan. Has 30 wooden ships in two new colors, 8 ocean hex tiles, I gold field hex tile, 6 victory point tokens, 10 exciting new scenarios. \$40

MAY The Settlers of Catan Card Game \*/#

MAY The Settlers of Catan Card Game \*/#
Settle Catan! You begin play with a small principality and two settlements worth two
victory points. Victory is achieved when you have 12 points. Just as in the
boardigame, the player's job is to embark on a quest to dominate the land. Players
eam a victory through clever trading and cunning development. Players use
combinations of resources to purchase development cards, roads, settlements or cities.
### Sett

Salamis (For War Galley) This module depicts the three naval battles of the Persian Invasion of Greece in 480 BC, including one of the greatest galley battles of all time, Salamis Also included is the defense of the western approach to Salamis (the other end of the bay) by the Corinthians, as well as the initial naval engagement of the war, Artemisium. Scenario book, 220 counters (204 of them galleys, triremes, biremes and pentakonters) and map. \$40.00

TFG Viceroys

A game of exploration of world exploration, colonization and conquest by the Europeans in the Age of Discovery for 1 – 7 layers. Explore new lands, loot native empires, plunder treasure fleets, sink pirate ships, build an empire, win fame, fortune and glory. 432 counters, large period map, 96 cards, rules, scenarios.

\$49.95

EGD Vinci - Rise & Fall of Civilizations

Lead your civilization through the centuries. You use your civilization's different skills to build an empire, while competing with others for limited resources and territory. When your civilization reaches its limit, you can immediately take over a newly emerging one and start over again, but get points for all successes that you've had. 150 powns in 6 colors, 39 other pawns, 97 counters, mounted gameboard, summary sheets, rules. Three to six players.

## **Napoleonic Era**

OSG 1806

\*\*\*\*
Napoleon's Jena-Auerstadt Campaign. Uses Six Days of Glory nules system, nine scenarios from engagements to the full campaign game, two 22x34" maps. 280 counters, OB displays. Can you as Napoleon defeat the Prussians & Saxons? \$90.00

COA 1807: The Eagles Turn East

\*\*/###

1807: The Russians have abandoned Warsaw with the French in hot pursuit. Napoleon knows that he is 400 leagues from Paris and on the thrushold of a hard, eastern European winter, but he must have the opposite bank of the Vistula River if the campaign to be launched in the Spring is to have its best chance of success. He orders Lannes to cross over..with 400 counters for every major commander individually rated, brigades, divisions, corps, artillery, cavalry, & infantry.

\$75.00

MiH A FAMOUS VICTORY

John Churchill, first Duke of Marlborough, was the greatest solder produced by the British Isles in modern history. This game features his first two stunning victories fought during the War of the Spanish Succession, being: Blenheim in 1704, and Ramillles 1706, two great musket and bayonch staffes. Bartalion/regimental units: 720 two sided counters, 22x24" map (one map on each side).

AFI BIACKDEATU

An extremely fast paced 1 to 4 player game of the high days of pirates. You command several historical pirates and King's Commissioners. Fast Action cards bring merchants over the horizon, or ports to be sacked or plundered. But all manners

### Wargames: American Civil War – World War One - 39

of ill fortune can get in the way, such as warships, storms, scurvy, mutiny, etc. 2 mtd mapboards, 16 page rulebook, 64 cards, 8 ship logs, 2 counter sheets. \$85.00

GUS BORODINO

Another stunning Napoleonic game by Games USA, this one featuring one of the most exciting battles of that time - the titanic clash between Napoleon and the Russians at Borodino in 1812. Giving a "ministures feel", the counters of divisions are "by "b", with area movement on the map, so your units look like divisions arrayed in line for battle. With four scenarios, including the full battle. Back printed counters showing infantry and cavalry in line, artillery batteries ready for action, and national flags for leaders, providing fog of war. With 340 counters, 18"x25" map. \$43,00

flags for leaders, providing tog or war. The proceedings of the Action of Arms, For 3—6 players, ages 8 and up. You are a counter of the court of the French King, set against the backdrop of Versailles. You will successively play the part of several members of a noble family. You want to acquire honor and wealth by ingratiating yourself with the royal family. But the other players will try to embarrass you and have you sent to Bastille! With 110 cards, 2 figures, game board, etc. \$80.00

S&T193 Crimean War 1854-55
Operational level simulation of the flighting between Russia and the Alliance of European States in 1854-55, which saw the destruction of the Light Brigade and eventual fall of Sevastopol. 280 counters, large color map.
\$30,00

AH Empires In Arms
A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a maze of conflicting rational interests and multitary ambitions that characteristic bloody era. Contains 1008 counters & two 25°x35" maps. The 48 page rulebook covers suing for peace, foraging, sieges, trade revenue, Spanish gold, civil disorder, levies, guernillas, etc. | A magnificent multi-player simulation of great soope & grandeur with 5 scenarios & 4 campaigns.

Special - \$90.00

MiH Fields of Glory 1709

A\*####

Great Leaders, Great Battles series, volume 2. Focuses on the battles of Marlborough

(Oudenante 1709 and Maphaguet 1709) and allows you — for the first time - to take

closes look at the early beyonested mussket battles. Uses an innovative interactive

sequence of play to portury the importance of command control while simulating the

linear rigidity that reinforced the brutality of mass meloe. 840 counters.

\$30,00

COA Jena
1806AD. With five scenarios that span the opening engagement of Saalfeld through
the incredible French victories of Jena and Auerstaedt. The Campaign Game opens
with the French coppe exiting the mountains of Franconia and Thuringia. With 3
34'\22' maps, 420 counters, rules, combat chart, offboard movement track. \$50.00

\*\*\*/### COA L' Armee du Nord 2nd Edition COAL Armee du Nord 200 Edition A strategical game focusing on Napoleon's Belgium campaign in 1815, with the map including Charleroi, Les Quatre Bras, Ligny, Genappe, Wavre, Mont St Jean and Waterloo. For 2 – 3 players, the map shows the immediate area over which the campaign took place, with off board movement used to simulate the distances some units had to travel to reach the battlefield. 360 counters, 3 maps, ea 34x22". \$75,00

COA La Bataille de Lutzen COA La Bataille de Lutzen

May 12, 1813, Napoleon is campaigning in Germany, when his army is ambushed
by Prussian and Russian armies. By nightfall, the allied armies were in full retreat.

The French player is handicapped by lack of cavalry and raw recruits, and muy
quickly consolidate his scattered forces. With 1,000 counters, 2 x 22x34" maps,
organizational displays, charts & tables, historical commentary.

\$120.00

COA La Bataille de Corunna-Espagnol

\*\*\*/###

1809, January 11th. A very much worse-foreware British army straggles into the port
of La Corunna. But what really matters to Sir John is that the fleet has not yet arrived.
Can Sir John buy enough time on the field of battle to allow his army to embark upon
the ships when they arrive? With 3 sconarios, 34x44" map, 200+ colorful counters,
rules, historical commentary, etc.

COA La Bataille de les Quatre Bras COA La Bataille de les Quatre Bras
The second game in the Waterloo series. This reproduces that fateful aftermoon on one
34x22" period map with nearly 600 counters. Marshall Ney is given command of the
left wing of the Armee to pursue English troops spotted near Brussels. He laundhes a
drive for the Belgian capital, but first must seize the all important cross roads at
Quatre-Bras, knowing that somewhere in the tall rye and light woods ahead waits
Duke of Wellington and thousands of English and Allied troops.

370.00

APL Preussisch Eylau: Eagles of the Empire \*\*/##
Volume III of the Battles of Napoleon series. Recreates the battle of Eylau fought on 7th and 8th of February, 1807 between Napoleon and Russia. With a snowy areamovement map, 80 11" countres, 280 1/5" countres,

COA Regulations of the Year XXII

This rulebook is the Standard Rulebook, Fourth Edition, which may be used with all La Bataille games. This rulebook is a guide to tactical warfare in the early Nineteenth Century. Covers all rules, counter types, terrain types, manoeuvring, etc. 60 pages + combat charts.

COA Leuthen

It is December 1757, Under threat from losing Silesia, Frederick marched his menaining amy of 40,000 men composed of Resolved veterors and Brestan survivors against Charles' nearly 60,000 polygenous force of Austrians, Hungarians survivors against Charles' nearly 60,000 polygenous force of Austrians, Hungarians Imperials Bawarians and Wurttenbergers. This became Frederick's research survivors of the state of the state

COL. Napoleon.

Napoleon, former Emperor of France, had returned from exile on the island of Elba, again seizard power, quickly assembled an army, and marched to face the British and Prussian ammes preparing to invade France. This is where the game begins. Has a fall color mapboard 22" x 17" of southern Belgium. All three armies maneuvre about this board which uses a point to point movement system. The units are 84 wooden blocks with a sticker facing the player, for Fog of Was.

Use a stress and the property of the control of the

COA Napoleon at Leipzig

\*\*/###

His Grande Armee shattened on the Russian Steppes, Napoleon tries to regain the initiative in Germany. His erstwhile allies Prussia and Austria turn traitor and attack him. His most stolld fee, Russia, sends its massive army lumbering across the Vistula River into Europe proper. Even Sweden has joined them. Draining every reserve the French Empire has left, he preparas to meet them. With three levels of play, excellent for solitaire or up to 8 players, 360 colorful counters, great maps, etc.

\$70.00

PAR Risk Deluxe

Without doubt one of the most popular and famous board games, this deluxe version of the game is well worth the investment. Set in the Napoleonic era, 3 - 6 players each begin with the world equally distributed amongst themselves. Players then distribute their battalions upon those world areas they own, placing one or more battalions upon those world areas they own, placing one or more battalions on each area. Each player is also given a secret mission card, Combate is very simple, merely one dice thrown per battalion you have in combat in that area. With a large, colorful mounted mapboard, mission cards, land cards, 300 plastic figures. \$70.00

Over the Trenches By GoBPG, this is a Risk variant that lets you play World War One. Has two large color maps, rules and player aid charts.

\$40.00

Over the Trenches Upgrade Set Same as the above except without the maps.

JUM STRATEGO

JUM STRATEGO

The of the best mass-market wargames of all time, up there with the Stratego is a two player game set in Napoleonic times. Each player has 40 plastic pieces, with one Marshall, one General, multiples of lower ranks including Majors, Sergeauts, Bornbs and Miners, one Spy and one Flag. Your opponent only sees the back of your pieces, only you know what they are. There is no luck involved. Each bark of your pieces, only vou know what they are. There is no luck involved. Each bark of your pieces, and the lower rank is removed. Same ranks kill are actuald. The higher rank wins, and the lower rank is removed. Same ranks kill everything except for Miners. Your objective is to kill the enemy Marshall. Bombs kill everything except for Miners. Your objective is to kill the enemy Flag - that's the cult way to win. The game comes in several formats, as below.

Stratego Travel

\$25.00

A small travel version in a sturtly plastic case & click-in pieces. The ranks am-

A small travel version in a sturdy plastic case & click-in pieces. The ranks are numbered 10 down to 1 on the actual pieces, making combat quicker to resolve. A "10" kills a "3" for example.

Stratego Compact \$30.00

A small boxed set, with small mounted  $10.5^{\circ} \times 10.5^{\circ}$  mapboard, plastic pieces which clip into plastic bases. Stratego Original \$\$50.00 This is the version I own. A  $19^{\circ} \times 19^{\circ}$  mounted mapboard and 3D plastic pieces of little castles with the soldier's picture.

little castles with the soldier's picture.

\$80,00

This is four or three player Stratego - and with a few changes! The mounted mapboard has two sides - one for 3 players and one for 4. The 3D plastic pieces have the numbered soldier's rank inside them, so enemy on your flanks cant see the rank You have 20 pieces each. There is a two level plastic fortress in the centre of the board, and you must carry your flag and carry it away too. Any piece can carry the plastic flag. Cannons (you have two) can be fired only once each, with of range of 3 squares and a clear line of sight - but whatever they shoot at dies. The new rank of Captain can move 2 squares, like Soouts. You also have a "Promotion Card". After you have recorded 6 kills of enemy pieces, you can get back one of your losses. With a 19" x 19" double sided mounted mapboard, 80 3D plastic pieces, 4 plastic flags, plastic fortress.

\$80.00

DEC The '45

Bonnie Prince Charles' attempt to grab the English throne resulted in him overnunning Scotland and marching to London, but the battle of Culloden smaethed all hope. This game features an accurate order of battle, the game features scenarios that allow players to examine the campaign at six important turning points. The unit scale is regimental with detatched companies. The map is point to point movement.

OSG The Emperor's War 1805-1815
One of the best games of Napoleon's battles that I've seen. Features a beautiful full color area-movement map of the whole of Europe, including Turkey, France, Prussia, Austria, Russia, Spain, England, etc. Two to seven players vie for dominance of Europe between 1805-1815. On land, the units represent divisions of cavalry and infantry and massive grand batteries, while at sea each ship represents a spandron of sailing vessels. When opposing land armies meet for battle, the units are deployed on a battlemap, like a small miniatures game. 560 color counters, play aid cards, 22x34" map, game money, etc.

DEC The Sun Never Sets

\*\*###

Three separate games of the major wars fought by the British to expand their Empire
in the 19th Century. Players can march to the far flung frontiers of British civilization,
engage vast hortes of natives, and plant the British flat in Khartoum, Peking, and
Ulundi. The three campaigns are March to Peking, with British and France in 1860
taking on the Chinese; Zuhu War with the British against the Zulus in 1879; and The
Sudan, with three scenarios of General's Gordon and Kitchener taking on the African
Mahdists. With 2 34x22" maps, 620 counters.

\$65,00

GMT The Battles of Waterloo

Modern warfard's most famous battle. Do you try to take Hougomont? Where and
when do you commit the reserves? And what do you do with the Prussians? The
game features the most stunning Napoleonic counters I have seen, and features five
scenarios. Features rules with a historical flavour, 480 counters, 3 double printed
maps.

OSG The Last Days of the Grande Armee

\*\*/#
A strategic simulations of the four days of the Battle of Waterloo, with scenarios:
Ligny-Quatre Bras and Waterloo; and the whole campaign. Uses the Size Days of
Glory system. Initiate and Command Control are centure features of the game, and
idden forces and low counter density combine to make a realistic fog of war. 28
counters with one strength point representing 1,000 men. One 22x34 map. \$65.00

AH War & Peace
In 1804 Napoleon Bonaparte was made Emperor of France by self-coronation.
Incensed by this outrageous affront to the legitimacy of their royalist governments, the
European monarchies branded Bonaparte an outlaw and plunged the continent into a
decade of war. This epic conflict is recreated in nine moderate-complexity campaign
scenarios plus a multiplayer 1805 to 1815 Grand Campaign! Components includes a
44%-16\* mapboard and 1040 counters featuring France, England, Austria, Prussia,
Russia & Spain, plus 19 minor allies.

560.00

COL War of 1812 COL War of 1812

In July 1812, the young American Republic sought to redress grievances against Britain by declaring war and invading British territory (Canada) to the north. After a bitter thirty month struggle known as the War of 1812, the conflict ended in a negotiated stalemate. With a full color 32'x11" period map with town to town/lake to lake movement system; 50 wooden pieces with a sticker on one face to give fig-of-twar, simple rules.

AH Wooden Ships & Iron Men

An excellent tactical simulator of naval warfare from 1776 to 1815 - where two players can partake in a single ship duel, or multi-players can slug it out in a complex flect engagement. The mechanics utilities ship logs & simultaneous hidden movement to superbly recreate the spontaneity & unprodictability of ship to ship combat. With 27 scenarios, a 22\*x28" mapboard & 180 counters. Recommended!

\$60.00

### **American Civil War**

SG Bloodiest Day: Battle of Antietam SLI BIOOGLEST DAY: Battle of Antietam
Featuring a beautifully handpained 22x34" mapsheet, this game is based loosely upon the Turning Point of Stalingrad system of area movement. Uses alternating impulses to capture the ebb and flow of Civil War battle as stated, and counterattack build to a crescendo of combat. Units are brigades, half brigades, and supporting artillery. Players must think in terms of getting their corps comanders to commit their brigades and divisions to the right place at the right time - there is no micromanagement. 176 counters, represent this hard fought battle in 1862, which sees the end of Lee's invasion of the North.

\$60.00

cnd of Lee's invasion of the North Columbia Games. This game brings to life the American Civil War from 1861-65, covering the war in the east between Richmond and Washington, You can fight a campaign or five scenarios covering First and Second Battles of Bull Run, Antietam, Fredericksburg, Gettysburg, etc. With a stunning bec based full color 22" x2" x2" mapboard, 44 wooden counters with stickers, etc. Once enemy units both occupy the same hex, a battle is resolved using a full color battlefield map, with left and right flanks, centre, and reserve, for both relayers.

Covers three battles, First Manassas, Second Manassa and Chickamauga. The game system combines sophistication with ease of accessibility - the rules are less than 8 pages long, with almost no charts. The scenario booklet includes unit deployment very few optional rules, and specific victory conditions; high suited to solitaire play, and all battles occur on single maps. 400 counters, 2 x 22"x34" maps.

\$70.00

and an ownes occur on strige maps. To occurrence and an owness occur on strige maps. To occurrence and the seven Days Campaign of 1862 that broke McClellan's siege of Richmond. This event shattered Union hopes of ending the war quickly and gave birth to the legend of Lee and his invinsible Army of Northern Virginia. Includes a 22"x34" map, 240 counters, two nulebooks, player aid cards.

AH On to Richmond

The 6th in the Great Campaign series. The Civil War has been raging for over a year and neither side is close to a victory. This game covers the Peninsula Campaign, April - June 1862. Includes 8 scenarios and an entire campaign.

\$80,00

GMT River of Death

This is the first game to take a regimental look at the last major Confederate victory, Chickamauga in 1863. Uses the latest version of the Great Battles of the American Civil War system, but with a new fog-of-war style command system. With an endless stream of reinforcements and constantly moving armies, a unique battle. Small scenarios up to the three day battle. 1,260 counters, 4 22"x34" maps, charts, dice.

COA Summer Storm

Recreates the climactic week of action that decided the month and a half long Getrysburg campaign in 1863. With a unique system of command points and divisional activation chits. With four lovely hand panted tactical maps making a total area of 51x44", plus two doubleblind operational maps, each 17x22", 980 counters, full color order of battle charts, scenarios, historical commentary.

\$130.00

COA The Army of the Heartland

During the four bloody years of the American Civil War, many of the most important campaigns occured in the West, the 'heartland' of both sides. It was here that the rapade Army of Tennessee poured out 'the relationship with over 90 individually rated leaders, 560 counters, two 34" x 22" maps, nine scenarios plus campaign.

\$60.00

SG They Met at Gettysburg

Featuring a beautifully handpainted 22x34" mapsheet, this game is based loosely upon the Turning Point at Stalingrad system of area movement. Uses alternating impulses to capture the ebb and flow of Civil War battle as statck and counterattack build to a crescendo of combat. Units are brigades, half brigades, and supporting artillery. Players must think in terms of getting their corps comanders to commit their brigades and divisions to the right place at the right time - there is no micromanagement. 352 counters represent this three day bettle, the bloodiest ever fought in America, which saw the deficat of the Confederate army.

\$60,00

### **World War One**

COA Africa 1880

A stunning boardgame by Clash of Arms, Relive the African colonial adventurel Between 1880 and 1914, European nations fiercely raced to gain control of the 'dark continent'. Each player represents a nation exploring and colonizing Africa. The success of their adventure, however, has more to do with intrigue in the luxurious parlors of the embassies than hacking through the jungle. Negotiating alliances and declaring war are what change the face of the world! With '22 resin-cast, stained miniatures, 180 counters, a stunning mounted mapboard of Africa, and rules. Nice, simple rules!

Hasbro/AH Diplomacy Due January

\*/#
Now re-released by Hasbro with 140 dis-cast metal miniatures and a beautiful redone mounted maphoard. A classic boardgame of abstract grand strategy, where 2 to
Timperialistic nations try to carve out niches for themselves in pre-WWI Europe. The
game's dice-free mechanics are simplistic in design, allowing players to immerse
themselves in the machine/liain politics of empire building. Military successes will
still win the day, but only if built upon prudent diplomatic machinations. \$90.00

MIH In Flanders Fields 2nd Battle of Ypress \*\*\*/###
Focuses on the Second Battle of Ypress in 1915, when the Germans launched a terrible attack upon French, Algerian and British forces. Suitable for solitaire and multiplayer garning. 22x30" map, 280 counters, 36 page nelebook, and a historical guide with articles by eye-witnesses, game design notes, etc. No box.

\$60.00

COA Landships
Covers the Great War at tactical level. The 420 counters represent infantry platoons and cavalry squadrons, or a single tank or artillery piece. Each turn is around five minutes and each hex on the eight geomorphic map sections is 100 meters. Easy to play nules with over 20 scenarios. Trace the story of combat from the simplication of 1914 to the sophisticated combined arms offensives of 1918. \$75.00

MIH Lodz 1914

An operational simulation of the clash between German and Russian armies in Poland during November and December of 1914. Both German and Russian armies manocurved frantically attempting to encircle each other. With 22"x34" map, 720 counters, rules, four player aid cards. Boxed \$110.00

\*\*The country of the clash between German and Russian armies in Poland Francisco Company of the Country of th

GRD March to Victory

This war to end all wars was fought in the dawn of new technology that laid waste to vast empires and their armies. Virtually all our modern weapons were first used in this war. The tacties were not. Mass attack resulted in mass destruction. The Great War with Europa rules, from 1914 to 1916, on the Western Front! 16 miles to a hex, two week turns, naval and air power is represented. Besic formation is at divisional level, with regiments, brigades and battalions. Two half maps, one full map 3,360 counters of Germans, British, French, Dutch, Belgians, Swiss, Italians, Austrians, etc. Central Powers; Entente and Neutrals OB books. Lots of scenarios. Off maps strategic operations.

COM Mason-Dixon CO1/1 Visious-patient (Contains large color map plus 538 counters to let you explore the possibilities of the USA fighting the Confederates in either 1917, 1940, or 1995. There are counters for all three possibilities. Also contains 352 counters and map (the reverse side) to represent a 1995 war in the Balkans.

\$40.00

S&T198 Over the Top!

This S&T Magazine contains two WWI games, The Battles of Verdun and Lemberg. Lemberg was a battle fought in 1914 where the Russian "steamroller" pushed back the Austro-Hungarian army before it. Verdun was a German attempt to end the war with one huge campaign against a French salient – which resulted in a stalemate and one million casualties. Mapsheet with 2 maps, 280 counters.

\$36.95

SIVIO FARICHO VIIIA

A different style of wargame. One player controls the American punitive expedition to punish Pancho Villa and his four regiments of bandidos. The Americans have repeater-armed cavalry, three troops of volunteers in filmsy trucks, a couple of machine guns, etc. Second rate components in ziplock beg.

\$22.50

Step into the shoes of the monarchs and marshalls who triumphed and bungled from 1914 – 1918. At the heart of this strategic game are 110 strategy cards, being Mobilization, Limited War and Total War cards. Cards cover Landships, Zeppelin Raids, Grand Fleet, Flamethrowers, etc. Movement system is point to point of all of Europe. 316 counters, 110 cards, map.

S&T180 Reinforce the Right! 1914 Agame for two players based on the opening campaign of World War One in 1914. One plays Germany, and the other French, British, and Belgian units. Can you as Germany bring to completion the Schlieffen Plan to reinforce the right sufficiently to take Paris? Can you as the Allies stop this from happening? 280 counters, large map of Belgium, France, & Germany.

AH Richthofen's War

All the drama and action of aerial combat over France during WWI. Each player controls one airplane, attempting to shoot down opponents on the way to becoming an ace. Each aircraft is unique in its own performance. With 22"x24" color mapboard of France, 180 counters, rules, scenarios, aircraft status pad.

\$55,00

DG Tannenberg/Galicia

Contains two WWI battles, Tannenberg in August 1914, where the German 8<sup>th</sup> army is reinforced with units from the west front, and then attempts to destroy one of two Russian armies attacking East Prussia. And Galicia in Aug 1914 where Russian and Austro-Hungarian armies attempt to destroy each other, 560 counters, 2 maps. \$80,00

AP The Great War at Sea Vol I \*\*/##
This is the most stunning WWI naval wargame I have seen. With gorgeous full color counters of ships that fought in the Mediterranean from 1911 to 1918 from the countries France, Russia, Austrial-Hungary, Under, Germany, Great Britain, Italy, and Greece. Players plot the movement of their fleets on the strategic map in advance. When opposing fleets meet, play moves to the battle map where ships maneuver and fire on each other with guns and torpedoes. More than 50 scenarios recreate naval actions in the Mediterranean, and range from small actions to a massive campaign game covering the whole war in that theatre. With 8 pages of rules, 280 ½" inch counters and 180 1" counters, three maps. Fantastic.

\$80.00

The Great War at Sea Vol 2 \*\*/## AIT I he Gireat War at Sea Vol 2 \*\*/##
The complete World War I Northem Sea War, including the North and Baltic Seas.
With stanningly beautiful counters. For four long years the British and German fleets warily eyed one another across the cold, chilly gray of the North Sea. Only once they came to blows. Can you break the deadlock of the Great War in a single aftermoon? Fleets maneuver on the strategic map, and battle on the battle map. With more than 50 scenarios including the Battle of Jutland. 670 counters, 8 pages of rules, 24 pages of scenarios. Thoroughly recommended.

\$95.00

AP The Great War at Sea Plan Orange \*\*/##
What would have happened if the USA and Japan had gone to war in the early 19368? When their carriers were equipped with bi-planes only? The US developed the Navy Plan Orange to deal with such an eventuality. Now you can jit the 1930 US and Japanese floets against each other and find out what would have happened. Scenarios include small engagements up to a Jurland sized battle. With 210 stunning counters, 2 maps, 8 page rules, 12 page scenarios.

560.00

AP The Great War at Sea Plan Black \*\*/##
The US suspected that Germany may win WWI, and expected a major naval confrontation with the Germans in the Carribbean Sea by 1922. They formed Navy Plan Black to deal with this possibility. Meanwhile, the Germans also expected they might win the war and fight the US navy, and formed Operations Plan III. This complete game has 8 pages of scenarios, a 18x23" strategic map, 25x25" tactical map, 70 x 1" and 140 x ½" stunning counters.

### 40 - Wargames: World War Two - Critical Hit

AP The Russo-Japanese War 1904-5 \*\*/##
A Great War at Sea game. This was the most decisive naval battle of the 20th century, which saw the decline of the Czar and rise of the Emperor. With 25\*/30" strategic map, 25\*/x25" tructacl map, historical scenarios, what if scenarios, just 8 pages of rules and 12 pages of scenarios, 210 beautiful counters.

575,00

PAIN Warlords

An entertaining multi-player (3 to 7) wargame of social turnoil and military expansionsing set in the faction-tom provinces of China from 1916 to '50. The simple mechanics include such things as famine, revolts, foreign aid, guernila warfane, & taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation.

\$2.00

DEC World War I

This game is unique in that it recreates WWI using just 120 counters. From the German sweep through Belgium to the Russian disasters in East Prussia, from the Italian debacle at Caporetto to abortive Allicul thrusts through the Balkans. You control the armies of major and minor powers, and also control national resources to create new armies, replace losses, etc. Map is from Paris to Vilna, down to Turkey. 17x22" map, brief rules book, and detailed unit set-up.

\$27.00

### World War Two

AH Atlantic Storm

From September 1939 through May 1943, the German Wolf Pack submarine force sank 2,452 Merchant Marine vessels carrying 15 million tons of needed war material for Great Britain. Includes two docks of cards, one with 40 historical convoys, the other being 112 cards of the forces of the two opposing sides. Even the Bismark and the Hood are included in the game, as both players fight battles over the 20 convoys that stall in each game. The cards feature stunning artwork with B&W photos of ships, subs, aircraft, weapons, leaders, etc. A great looking game with nice short rules. 2 to 6 players.

players. \$54,00 MB Axis & Allies
A rather big game of global grand-strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19/x33\* mapboard and 239 plastic ministant representing infantry & tank armies, carrier task forces, destroyer floillas, sub packs, fighter & bomber squadrons, AA divisions, etc. This is a great game where you can happily quaff the Vie Bitter and still wint Recommended.

The World At War By Xeno Games, this is a deluxe Axis & Allies expansion. Gives new rules that allow for more realism to the game and actually starts the game in 1939. These rulesmay be used with either 18 or 2nd ed A&A. This boxed expansion comes with 238 plastic playing pieces in four colors, and a 18/x30f full color map that is very easy to see where all the countries etc are. More territories have been added, the Germans can build SS troops, there are rules for craitsers, and Lapanesez can do Banzai charges. There are rules for paratroopers, and beware! Those minor countries are now fully armed!

\$75.00

\*\*The Mexico Add The Add The A&A Accessories By Table Tactics, contains 275 new plastic pieces and the players.

\*\*The A&A Accessories By Table Tactics, contains 275 new plastic pieces and the accessories are the accessories and the accessor

Inpalaces can to train a transport of the training of the training countries are now fully armed!

A&A Accessories By Table Tactics, contains 275 new plastic pieces and instructions. New pieces include heavy fighters, jeeps, jettighters, land mines, landing craft, superbombers, V2 rockets

560.00

Asia 1483 Variant Set in Asia 1483 AD, players assume control of one of 16 different kingdoms for control of Asia. Build colonies, compete for European trade, the 43x39" map, 16 page rules, 2 sheets of uncut-counters. Low quality.

455.00

Central Powers By Table Tactics, contains 200 new plastic pieces and instructions. New pieces include MGs, artillery, AT guns, WWI tanks, Half tracks, contains 200 new plastic pieces and instructions.

Cruisers and destroyers.

560.00

Europe 1483 Variant Set in Europe 1483 AD, players assume control of not 16 different kingdoms for control of Europe, Middle East, North Africa. Has 28°34" map, 16 page rules, 2 sheets of uncur-counters. Low quality.

540.00

Middle East Combat A hypothetical war in the Middle East, between the USSR and Iraq, with formidable armored and naval forces, against Iran, Turkey and Saudi-Egypt. Includes full color map, random event tables, modern weapons. \$40.00

New World Order By Table Tactics, contains 200 new plastic pieces and instructions. New pieces are for modern day combat, including helicopters, jet fighters, tanks, APCs, hovercraft, etc.

Spanish Civil War This variant includes two light card B&W maps of Spain, plus limited rules. You need A&A pieces and rules to use.

520.00

JED Europe at War

JELD Europe at War

A low complexity grand strategy game where 1 to 4 players direct the eco-nomic & military growth of a European power from 1941 to 45. Features 282 counters representing leaders, infantry armises, amnoured oons, elite forces, aircraft & naval assets, plus three 8'v22' majoradrs. The rules cover the influence of the naval war & Japan, as well as A-bomb development & political variants.

\$20.00

XEN Europe at War

By Xeno Games, this magnificent game of WW2 in Europe & North Africa is in the league of Axis & Allies. With 290 plastic pieces in 6 colors, representing infantry, tanks, artillery. Eighters, bombers, merchants, transports, battleships, escorts, carriers & subs. The rules are short and simple tool. The game starts in 1939 with the invasion of Poland, and continues until one side wins. Two to five players can play, controlling between them the countries France, Britain, Poland, Russian, USG Germany, Italy, Rumania, Hungary, Bulgaria, & Finland, All the minor powers are represented too, including Greece, Portugal, Switzerland, Turkey, etc. Players receive income to buy new units, they can develop technology; you can deliver armored breakthroughs, aircraft can be used for Air Cap, Tac Air Support, Strategie Bombing, or Air Transport. You laundamphibious assaults, send convoys, there are fortifications. There are 15 fields of technology, including A-bombs, rockets, armor, submarines, etc. Also has 119 counters, full color 24x36' map, 70 mini poker chips. Very thoroughly recommended! XEN Europe at War

GMT INVASION SICILY 1943 CIVIT INVASJON SICILY 1943

Step into the shoes of Patton and Montgomery to lead Allied forces into Sicily in the largest Allied amphibious invasion of WWII. The Germans resisted the Allies for six weeks before being overwhelmed. Can you do better! With four scenarios, and the option to use different invasion strategies. 240 counters, 22x34" map.

\$60,00

Super deluxe second edition of Krieg! 500 counters, new options in the 153 strategic option cards, 10 player aid cards, more rules variations & options, more scenarios, 2 stunning 34°x22° maps, and, the Dice of Decision module, which is a Random Campaign Game generator that gets you rolling through 25 years of European history in mere minutes, to create an almost unlimited number of alternate What If? WW2 situations.

through 29 years of European history in mere minutes, to create an almost unlimited number of alternate What If? WW2 situations

COL. Victory: The Blocks of War

An absolutely stunning new game from Columbia Games, using their excellent wooden blocks to create fog-of-war. Featuring a mythical map, this is a fast paced strategy game. You command a variable force of army, navy, and air units, over four geomorphic maps that tan be joined together in a variety of ways. You can choose from ten WW2 unit types including fighters, bombers, carriers, battleships, armor and infantry, 100 wooden counters with great new graphics: 4 16\*11" mapboards Each wooden block has 4 steps, each being one division, 100 planes, battleship, etc. 575,000

Victory: Desert/Canal Mapset Contains a desert map and a canal map. Each full color mapboard is geomorphic and 16\*11".

\$18,00

Victory: Island Mapset Contains two island maps, each with two coasts. Each full color mapboard is geomorphic and 16\*11".

\$18,00

Victory: Ocean Mapset Contains two ocean maps, one with islands, the other with two coasts. Each full color mapboard is geomorphic and 16\*11".

\$18,00

Victory: Orange Blockset Contains 50 orange blocks & stickers, being the WW2 standard set. This allows another player to join into multiplayer games.

\$22,00

Victory: Black Blockset Contains 50 hack blocks & stickers, being the with wear or a straillery, 4 mech, 2 mount, 2 engineers, 2 marines, 10 logistics.

\$22,00

Victory: Black Elite Blockset Contains 50 now orange blocks with 12 new unit types: 4 jets, 4 topedo bombers, 4 medium bombers, 6 destorovers, 6 cruisers, 4 elite amor, 4 artillery, 4 mech, 2 mount, 2 engineers, 2 marines, 10 logistics.

\$22,00

Victory: Black Blockset Contains 50 now orange blocks with 12 new unit types: 4 jets, 4 topedo bombers, 4 medium bombers, 6 destorovers, 6 cruisers, 4 elite amor, 4 artillery, 4 mech, 2 mount, 2 engineers, 2 marines, 10 logistics.

\$22,00

Victory: Black Blockset Contains 50 now orange blocks with 12 new unit types: 4 jets, 6 to

DEC War in Europe Updated Version

\*\*/##

War in Europe is the largest ever wargame to be published. It simulates the war in Europe from 1939 – 45 at division/corps level. There are nine stunning 22"x34"

maps. Over 25 countries are delineated with their industrial and resource centers, major and minor ports, cities, rivers, etc. With mid complexity rules that have been updated with many new optional rules. There are 4,080 counters, 480 new to this version, including artillery, German motorised units, US Marines, Soviet Guards, French armored divisions. You must manage your own war economy within certain broad limits; has a six year campaign game and numerous scenarios, you can even play just the Eastern front for the whole war. Strictly limited stock available. \$450.00

play just the Eastem front for the whole war. Strictly limited stock available. \$450.00

ADG World In Flames Deluxe 6th Edition

\*\*\*#####

Award-winning Australian game. A strategic level game of the Second World War. Seven full color maps portray all the theatres of war Europe, Russia, Africa, the Middle East, India, Asia, the Pacific, the Adantic, and more importantly. Australia, 3,400 full color counters represent the armies, corps, and divisions, the aircraft carriers, battleships, cruisers, and air groups that took part. Players make strategical decisions that decide the fate of nations. What forces to produce, where to committeen, and when and how? This final edition has new, graphically stunning maps and counters. The maps have larger hexes with the most accurate terrain yet seen in a strategic game. This deluxe version includes Ships in Flames, Planes in Flames, Asia Affame, Affica Affame, and Mechs in Flames. All their rules have been revised. Throughly recommended.

World in Flames Classic Basic edition.

\$42.00

\*\*Afa/AsA\*\* Upclate Kit Replaces Affica Affame and Asia Affame for all players of World in Flames- Final Edition. It contains new counters, and the revised maps are now of the same stunning quality as WiF--the final edition. Has 400 counters and maps for Africa and Scandanavia.

\*\*MERICA\*\* IN FLAMES\*\* This is a complete game. 2 - 5 players fight for

amps for Affica and Scandanavia.

339.00

AMERICA IN FLAMES This is a complete game. 2 – 5 players fight for control of the Americas in 1945, after the Axis powers have conquered all of Europe and Asia. Germany, fally and Japan must attempt the largest naval invasion in history, as they attempt to conquer North and South America. USA and the remnant forces of the Commonwealth try to delay the Axis conquest long enough to let US scientists develop the superveapon that will win the war. Both sides try to woo the neutral South American countries to join them. With 840 counters, 2 x 594x840mm amar, rules book, charts, floc.

neutral South American countries to join them. With 840 counters, 2X 3948840mm maps, nules book, charts, dice.

AMERICA IN FLAMES Update Kit Contains as above, except only has incomplete rules. You must own WiF Deluve to use this.

CARRIER PLANES in Flames 280 counters, the Carrier Planes in Flames nules supplement, Final Ed combat charts, Ternian Effects Chart.

DAYS OF DECISION II A game of politics and war during the volatile years 1936-46. You, as leader of one of the nine major world powers, must guide your country through these dark and difficult times, pitting your wits against the other world leaders to ensure that your ideology holds true and your country is victorious. Wiff 800 counters, large map, nules, charts.

WIF Annual 1998 Includes Leaders In Flames expansion, with 140 counters, players notes for every major power, 16 page rules insert, all the latest from the WiF world, etc.

\$50.00

### **Advanced Squad Leader**

Multi-Man Publishing have acquired the rights from Hasbro to continue producing Advanced Squad Leader. They are currently working on several new titles, plus a re-vised reprint of the basic rules. The first new product is the ASL Journal Issue One.

AH Advanced Squad Leader Rulesbook 2nd Ed \*\*\*\*####
This is ONLY a rulebook \*\* more specifically a standy 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 8 separate reference cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnanco/Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes). This 2nd Ed incorporates all known errata, Chapter K, which is a walk through tutorial on how to play ASL; new examples, revised bocage rules. \*\*June?\*\* 390.00
ASL ANNUAL '96 Full of new scenarios, etc. 335.00

ASL ANNUAL '96 Full of new scenarios, etc. 335.00

ASL ANNUAL '96 Full of new scenarios, etc.

ASL Action Pack # 2 By MMP. Contains mounted mapboards 46 & 47, two sheets of hill and building overlays, additional chapter B rules, overrun flowchart playing aid, & 8 scenarios, including Dec 1941 in the outer suburbs of Russia, Tigers try to keep open an escape rout in Russia 1944, Japanese try to retreat in Guadalcanal in face of US attacks.

S57.50

ASL Journal Issue One The first new product from MMP, the new producers of ASL. A 64 page journal similar to the previous Annual Includes an article on smoke in ASL, how to use 2nd rate AFVs, a Red Barricades campaign, Chapter S (Red Barricades solitaire), jungles, and heaps of top quality scenarios from all periods of the war.

ASL Journal Issue Two A new 68 page journal with a 22"x32" full color map of Kakazu Ridge on Okinawa, 370 back-printed color counters, Chapters K and Z, scenarios for the counters & maps, heaps of other scenarios including D-Day, Poland 1939, Kiwsi in NAfrica, etc.

\$55.00

ASL Journal Issue Two A new 68 page journal with a 22"x32" full color map of Kakazu Ridge on Okinawa, 370 back-printed color counters, Chapters K and Z, scenarios for the counters & maps, heaps of other scenarios including D-Day, Poland 1939, Kiwis in N.Africa, etc. \$55,00 BEYOND VALOR MODULE 1 Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the garganturan 153. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I ptive poor bugger that has to carefully cut in 'trim this lot! Also features for 8'x22' mapboards (#20 to 23, all urban) and 10 scenarios.

590.00

PARATROOPER MODULE 2 This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios provided (tecreating US airbone operations during the Normandy Invasion). Features one (#24) mapboard, 478 counters, plus Chapter K - a 24 page ASL primer! Note - requires mapboards #1 to #4 to play.

YANKS MODULE 3 The American expansion set, it contains 1048 counters with the usual plethora of AFVs, orthanoc, heavy equipment, leaders, NCOs, grants, and markers. There are also four 8'x22' mapboards (#16 to #19), 8 scenarios, Chapter E, plus US, vehicle notes for chapter H.

PARTISAN! MODULE 4 Features 8 scenarios specifically pitting guerilla operatives against the Germans and their allies - from the nugged mountains of Greece to the shattered streets of Warsaw. Contains 260 counters (asis minor infantry & support weaports), plus two 8'x12' mapboards (#10'32).

\*\*S0.00

WEST OF ALAMEIN MODULE 5 An expansion set that features the British army, with 1264 counters representing everything from the 2pdr. Pontee to the Churchill Crocodile. Also includes Chapter F (rules for desert terrain, and weather and british army, with 1264 counters representing everything from the 2pdr. Pontee to the Churchill Crocodile. Also includes Chapter F (rules for desert

ceujument. There are 8 scenanos, true cecujument map and six pages of terrain overlays.

Escarpment map and six pages of terrain overlays.

THE LAST HURRAH! MODULE 6 Eight challenging 1939-41

THE LAST HURRAH! MODULE 6 Sight challenging 1939-41

Solon Sight distributions 250.00

escarpment map and six pages of termin overtays.

THE LAST HURRAH! MODULE 6 Eight challenging 1939-41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugo-slavia. Contains two mapboards (#33 & 11) plus 260 counters (featuring Allied minors).

S2000 HOLLOW LEGIONS MODULE 7 This package presents the Italians: whose fighting prowess was unfairly maligned at squad level. Contains 2 desert mapboards (#30 & 31), 652 counters (covering every major weapon), 8 scenarios (from North Africa to Russia), and the relevant pages for Chapters H and N. \$60,00 CODE OF BUSHIDO MODULE 8 Presents the Japaness army and rules for the Pacific theatne. Contains 660 counters covering all major Jap vehicle, gam & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#3 at 37), 4 sheets of fungle overlays (35) in all), 8 scenarios. Chapters H of (16 pages covering jungle terrain, beanz charges, kamitaze tank-hunters, hara-kiri, pack animals, etc.), plus Japanese additions for chapter H.

GUNG-HO! MODULE 9 Contains 1008 counters introducing the nugger unsphase the chapters of the pages for Chapter G, Chinese notes for Chapter H, two mapboards (#48 & 39) 49 beach/scar/iver overlays, and 8 scenarios.

S115,00 CROIX DE GUERRE (Cross of War) MODULE 10 This module adds the 1939-46 Ferench, vlerb, French, and Frae French, to ASL in Contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 and #41), one sheet of building, stream, etc overlays, 8 pages of revised rules, Chapter H historical & DVO, and 8 scenarios. There are verson to verson outcomes and contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 and #41), one sheet of building, stream, etc overlays, 8 pages of revised rules, Chapter H historical & DVO, and 8 scenarios. There are verson of the pages o

Counters.

S85.00

DOMED BATTALIONS MODULE 11 9th April 1940 - threatens with acrial bombardment of Copenhagen, the Danes quickly surrendered, but because of poor communications the news did not reach the front lines. Mapboards 44-45, 8 new scenarios with overlays, and, Allied Minor Armor and Ordnance.

S10.00

RED BARRICADES HISTORICAL MODULE 1 The mapboard and surrounding environs. Also Chapter 0, 88 counters for marking fortified buildings, Cellers, AT ditches, etc. Includes three separate Campaign games for street flighting.

KAMPFGRUPPE PEIPER 1 HISTORICAL MODULE 2

A reached Tractical warfare in the Andennes in 1944 It deals with the desporate flighting.

the Battle of the Bulge. 31" x 45" full color map, 400 counters, 4 scenarios, the Campaign game and Chapter P. \$80.00 KAMPFGRUPPE PEIPER II HISTORICAL MODULE 3 A KAMPFGRUPPE PEIPER II HISTORICAL MODULE 3 A companion that expands upon the MODULE 2. Includes update to Chapter P; three different campaign games. In the campaigns, surviving units and equipment are retained for the next campaign scenario, a critical incitical dimension - conservation of force- is added. Six scenarios, and one monsters scenario uses all the maps 12 maps, 7 sp. 50.00 see Teach 12 maps 12 maps, 7 sp. 50.00 see Teach 12 maps 12 maps, 7 sp. 50.00 see Teach 12 maps 12 maps, 7 sp. 50.00 see Teach 12 maps 12 maps, 7 sp. 50.00 see Teach 12 maps 12 maps, 7 sp. 50.00 see Teach 12 maps 12 maps, 7 sp. 50.00 sp. 60.00 sp. 6 BLOOD REEF: TARAWA HISTORICAL MODULE 5 US Marines were being staughtered as they attacked in waves upon the heavily defineded beaches of Beto on Tarawa in 1943 - defineded by over 4,000 Japanese crack marines manning over 500 definisive positions and structures. With 826 counters, two 23° x 22" maps of the island, scoranico, campaigns, Chapter T. \$105.00

A BRIDGE TOO FAR HISTORICAL MODULE 6 British Paratrocopers size a grand bridge in Ambhem and hold out against the 9th and 10th SS Panzer Divisions, and are soon fighting over city blocks. Has Chapter R detailing city terrain, bridge rules, campaign rules, also 1,040 counters, 9 scenarios and 3 campaigns, a 23° x 21° full color mapsheet of the bridge and surrounds. \$105.00

SOLITAIRE ASL SOLITAIRE MODULE 1 #### Has numerous charts and tables for generating enemy units, random events, and mapboard configerations. The highly detailed and historically accurate unit activation tables are arranged on various full color nationality cards - one each for Americans, Russians, and Germans, allowing you to play any one of these three sides against the other. With 14 new scenarios, 260 counters, generation cards, Chapter S. \$80.00

ASL & Squad Leader BoardS

The following is a list of all the mapboards which is westeck for ASL and Squad

ASL of Squaru Leader Boards
The following is a list of all the mapboards which we stock for ASL and Squad
Leader. All are the same price. ASL & SL Boards 1, 3, 4, 6, 8, 9, 10, 11, 13, 14, 15,
16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 30, 31, 42, 43. ASL Deluxe Boards (with
big hexes) B, CD, D, F, G.
\$13.00

### **Critical Hit ASL Supplements**

Critical Hit Magazine Issue # 7 Includes 7 color counters, six scenarios being Poland 1939, Russians try to break out of the Kiev pocket, France 1944, Canadians in action 1944, a disastrous US attack in Germany 1944, West Front 1945. Also an indepth look at para-drops, play notes on the Canadian army, scenario replays, etc.

Critical Hit Magazine Issue Vol 5.1 50 pages with scenarios set in Belgium 1940, Kharhov 1943, Russian winter offensive in 1942, a Finland 1939 campaign, Russia 1941, etc.

Gritical Hit Magazine Issue Vol 6.1 Full color map of a French town, French & German CG cards, 8 scenarios set in France 1940, another 8 scenarios, and number of other articles.

Critical Hit Annual Bonus Edition Has 22 new scenarios of the British verses the Italians in North Africa, including a 3 scenario campaign of desparate fighting at Beda Fomm in North Africa in 1941, which includes dozens of Italian tanks attempting to storm dug-in British positions. Has a full color 22" x 30" map of the Beda Fomm battlefield.

dozens of Italian tanks attempting to storm dug-in British positions. Has a full color 22" x 30" map of the Beda Form battlefield.

All American: 82nd Airborne Module 1 Stars the paratroopers of the 82nd Airborne "All American" Division that dropped out of the night sky before the landings on D-Day. With a professionally printed game map on heavy stock, designers notes, a historical booklet, ten scenarios with a battle manual, and B&W photos of locations.

Arnhem: the Third Bridge Covers the Battle of Amhem, Sept 17-5, 1944. British paratroops are sent to hold a vital bridge, but intelligence did not inform them that two SS Panzer Divisions were in the area. With excellent map of the bridge and surrounds, counter sheet, scenarios. \$55.00

ASL News Pack 1 Eight scenarios by top European designers. Includes German armor versus Polish fortifications, Belgium 1940, Holland 1940, German drive into Russia in 1941, Japan invades Vietnam in 1939, and a Russian village under attack in 1941.

\$16.00

Aussie-ASL '97 Pack A fresh batch of eight hand-crafted scenarios designed by the Paddington Bears ASL Club of Sydney. The scenarios include a battle in the Spanish Civil War, China versus Japan in 1937, France 1940, Russia Front 1942, Guadalcanal 1942, Tunisia 1943, Burna 1943.

Aussie-ASL '98 Pack ten fresh tournament style scenarios, including

include a battle in the Spanish Civil War, China versus Japan in 1937, France 1940, Russia Front 1942, Guadalcanal 1942, Tunisia 1943, Burma 1943 and 1942.

\*\*Station 1942 and 1942.

\*\*Aussie-ASL '98 Pack ten fresh tournament style scenarios, including Italians in Yugoslavia in 1941, Kursk 1943, the Japanese in Indian in 1944, Bondeno in Italy 1934, Aussie tanks in the East Indies in 1945, etc. \$10.00 Carnage at Cassino Jan — May 1944 saw the French, American and British assaulting the German 90th Panzergrenadier Division on Monte Cassino. Includes large color map & 4 campaing pames, 8 scenarios. \$45.00 Dzerhezinsky Tractor Works Battle of Stalingrad October 14-15th 1942, depicting the fighting between the elite Soviet 37th Guards and the German 305th Infantry Division supported by the tanks of the 14th and 24th Panzer Divisions. Includes large, full color map of the factories, rules to cover special terrain, rules for Plation Leader, 4 big! scenarios. \$20.00 Euro-Pack III: The Battle of the Bulge Eight scenarios that follow the Bulge, including house to house fighting in Belgium, a hidden Sherman wreaks havoc, German infantry attack US gun positions, etc. \$18.00 Euro-Pack III: Late War '44-'45 Eight scenarios, including US M18s fighting Japanese Type 97s, US paratroopers in Normandy 1944, Red Devils are forced back by German tanks, a US assault with Wapss on a German held village, etc.

Euro-Pack IV: War in North Afira Eight scenarios, including British Matilda tanks launching a counter-attack, French against Italians in Libya 1941, a fighting French withdrawal in 1942, etc.

\*\*Euro-Pack IV: War in North Afira Eight scenarios including British Matilda tanks launching a counter-attack, French against Italians in Libya 1941, a fighting French withdrawal in 1942, etc.

\*\*Euro-Pack IV: Partisans & Irregulars Eight scenarios including a fighting french withdrawal in 1942, etc.

\*\*St8.00\*\*Euro-Pack IV: Partisans & Irregulars Eight scenarios including a stout Greek defense in 1941, partisans in Corsica, Red Chinese g

including marines assaulting Japanese defenses in 1943, marines make a desparate defense to hold a beleagured beachhead, an armored clash on Palau Islands, etc.

Leatherneck III 8 new scenarios focusing on unheralded army units that came to the aid of the USMC in hard fought actions in the Pacific.

\$18.00

Pointe Du Hoc The invasion of Normandy 1944 saw three companies of American Rangers assault a battery of six French 155mm howitzers. However, the Germans had well defended positions and cliffs on their side. With 24430" map, five new scenarios, 132 Die-cut counters, & campaign.

OAF (On All Fronts) Pack I Has ten scenarios, including a Soviet T-34 counter attack aginst a German Tiger I advance, the American 82nd Airborne verses SS Panzozgrenalders, Soviets try to close the last east-west corridor into Berlin in 1945, a Iapanese assault in 1942 leaves them trapped, etc. Also has a small wood, river, and village.

Ordeal Before Shuri The Battle of Kinawa, April 9 – 11, 1945. Part I. The 22" x 35" map covers a great deal of the terrain fought over by the US 96th Infantry Division and Japanese defenders. Has eight scenarios, special rules, Platon Leader 2.5 campaign game. Need CoB, Yanks, GH.

Stoolog Nout Pak III 8 new scenarios including British Al3s getting their but kicked by P2 38(0)s. French forces including S35s defeat Germans in 1940, ct.

Scotland the Brave II Covers events that took place on the first day of the invasion of Normandy. Has a well researched game map, special rules, escenarios, and two campaign games.

Stoone 1940 Depicts the bitter battle for the crucial village of Stonne, and its dominating heights, during the battle of France, 1940. This early tank warfare as waves of Blots, H-39; FCM-36 trying to sweep away the Germans - S45.00

Soldiers of the Negus A new module depicting the Italian conquest of Ethiopia. Includes a sheet of mounted counters, nine scenarios covering a wide variety of actions from 1935-36, a historical booklet, and a new rules section. Was the Italian-Ethiopian war a

Uncommon Valor The first in a three part series re-creating the Battle of Iwo Jima, Feb 19 – March 8, 1945. This module focuses on the battle for Motoyama air-field and includes flamethrower Shermans, Japanese heavy artiller, 8 scenarios, campaign game, 22" x 35" map. \$50.00 Waffen-SS No Quarter, No Glory! Actually not CHI, but by Heat of Battle. This contains six tournament style scenarios compatible with ASL. Also 240 double-sided Waffen SS counters. \$33.00 Waffen-SS II Fuhrer's Firemen Actually not CHI, but by Heat of Battle. Eight scenarios and 240 counters printed in white on black. As a special bonus a Chapter H page is included containing the necessary rules and notes for a rare set of vehicles found near Hitler's bunker. \$33.00

**Europa Series** 

GRD BALKAN FRONT

Recentates the campaign in the Balkans from the autumn of 1940 to the summer of 1941, it covers the failed Italian attempt to conquer Greece, the German blittle which overran Yugoslavia and Greece, and the German airborne assault on Crete. With two maps, 720 counters, sociarios covering the grand campaign and the campaigns in Greece, Yugoslavia and Crete, etc.

\$75.00

GRD FIRE IN THE EAST

Covers the war in the Soviet Union from the start of the Barbarossa invasion in June 1941 through to the end of the Soviet vinter counter offensive in March 1942. Six maps stretch fro Warsaw to Stalingard. Terrain is analysed in detail with over 20 different types 2,500 counters. The most accurate order of battle ever published for the Eastern Front. The rules include extensive armor and anti-rake feltest, plus special capabilities for many other unit types, from assault engineers to paratroopers. German pancar spearheads can break through the front easily, but soon find themselves outrunning their supply lines.

GRD FOR WHOM THE BELL TOLLS \*\*/###

The Spanish Civil War, fought from July 17, 1936 to April 1, 1939. The supine and hypocritical attitude of the western democracies towards the intervention by Nazi Germany & Fascist Italy on the side of the Insurgents encouraged the dictators in their belief that they could do anything they pleased. A 2nd game included in this boxed set is a hypothetical German invasion of Spain. With 1,680 counters, 1 1/2 maps, rules, charts.

\$130.00

ORD POLAND - FIRST TO FIGHT

On Sept 1, 1939 Germany unleashed a new weapon that permanently changed the face of warfare. Blitzkrieg swept over Poland and in 30 days the balance of power was reshuffled and Europe was at war. The two maps in this game depict Poland & its neighbours at a scale of 16 miles per hex. The counters represent the German, Polish & Soviet forces that fought in the campaign. 1,056 counters, 2 maps, rules, 2000.

GRD SECOND FRONT

GRD SECOND FRONT

This game depicts the western Allied campaigns in Italy, France and Germany, from 1943 through to 1945. All the tactical forces of the western Allies and all the problems they face to defeat the German armies and win victory in Europe are in this game. Features a detailed ground operations system, new and improved air rules, an expanded naval system with task forces and carrier groups, detailed airborne and amphibitous invasion systems, political and strategical rules covering everything from Allied cooperation to Italian surrender to the collapse of Germany. With 4,800 counters I 4 mags, charts, rules.

1225.00

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GRD STORM OVER SCANDINAVIA \*\*\*\*/### on the stated off as a what-iff scenario on how to invade Norway. It ended up as a full-blown, multi-corps invasion on the eve of Germany's invasion of France. With 1,400 counters, 9 map sections, rules, OB books, charts, etc. \$125.00

GRD The Damned Dice Hard Philippines'41

The second game in the Glory series, focusing on the war in the Pacific. This is a detailed, operational level game depicting/the conflict between Japanese and Allied forces in and around the Philippines from Docember 1941—May 1942. With 840 counters, 3 maps, rules, OB books, chart set.

GRD WAR IN THE DESERT

This game recreates the struggle for North Africa and the Near East, from O'Connor's offensive against the Italians in '40 to the Axis surrender in May '43. Contains all the forces from British cavalty to Tiger tanks, from Italian CD-42 biplanes to giant B-24 Liberators. Has the Europa forces and orders of battle for Turkey, Iran, Iraq, Transjordan and Egypt 1939-45, the forces garrisoning North Africa and the Near East for Great Britain, Italy and Vichy France; American forces available for operations in Europe, Africa, and the Near East, 1939-42. With 1,680 counters, 7 maps, rules, OB books, charts.

GRD WAR OF RESISTANCE
War of Resistance, China, 1937-41 is a detailed, operational level game which chronicles the second Simo-Japanese War starting on July 7th, 1937. Viewed as the true beginning of World War II, this game covers the conflict through to the Japanese war effort into China was immense and echaselve, absorbing the majority of Japanese ground to China covers within were model elsewhere. With 1,240 counters, five maps, mloss of charts, etc. Unit scale, division, againents, battalions.

GRD EUROPA MAGAZINE # 52 The official Europa Magazine, issue #52, focusing on Canada at war in WW2.

GRD EUROPA MAGAZINE # 53 The official Europa Magazine, issue #53, including British airborne units, siege of Belgrade.

\$12,00

GRD EUROPA MAGAZINE # 54 The official Europa Magazine, issue #54.

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\$12.00 and many other articles.

GRD EUROPA MAGAZINE # 58 The official Europa Magazine, issue
\$12.00

GRD EUROPA MAGAZINE # 58 The official Europa Magazine, # 58, covering the War in Russia, and many other articles.

GRD EUROPA MAGAZINE # 59/60 The official Europa Magazine, issue # 59/60, covering D-Day, including Omaha Beach.

524.00

GRD EUROPA MAGAZINE # 61 The official Europa Magazine, 254.00

GRD EUROPA MAGAZINE # 61 The official Europa Magazine, 254.00

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#61, covering the German withdrawal from Finland.
GRD EUROPA MAGAZINE # 62 The official Europa Magazine, issue
\$12.00

#62, covering the war in Spain, 1940 - 1944.

GRD EUROPA MAGAZINE #63 The official Europa Magazine, issue
\$12.00
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GRD EUROFA MAGAZINE # 63, covering New Zealand's role in World War Two.

GRD EUROPA MAGAZINE # 64 The official Europa Magazine, this
\$12.00

one being the 25th Anniversary issue.

ST2.00

GRD EUROPA MAGAZINE # 65 The official Europa Magazine, this one including a map. counters, OB, for Iceland in WWII.

\$12.00

### **African Campaign**

JED AFRICAN CAMPAIGN 2nd Edition \*/###

A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields & fortresses. Components include 168 counters and an 11×32 mapboard. Rommel's meagre forces of mobile panzars & heistant Italians tackle an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quite happy to ignor stubbom concentrations of defensive lines.

\$\frac{5}{2}\$\$

COL MEDFRONT

You must own West Front to use. This game simulates the tragic and chaotic civil war between Nationalist and Republican forces that engulfed Spain from 1936-1939, and the campaging game of the Desert War, from 1940 - 1943. With two full sturning color maps, 50 wooden counters with stickers giving fog-of-war, and compatible with West Front and East Front.

COL ROMMEL IN THE DESERT

The third game in Columbia's superb East Front series, which ness one hundred 20hm square blocks for counters, which are notated to record step losses, and also provide realistic fog of war. This is a very last moving, challenging, tense and playable game of the combat in North Africa from 1940 to 1942. Uses a unique command structure that forces players to make realistic cloices as generals, rather

than trying to get that perfect 3:1 attack on units in front of your forces. Color mapboard is  $12^9 \times 36^9$ . 7 scenarios.

By the German company UGG. This game is the smallest and easiest game of the Empires of Apocalypre series. Perfect for beginning wargamers, it includes a quick start card of 2 pages, allowing you to start playing the game without reading the rules. Unboxed, with 280 counters, 4 maps, player aid cards.

MOM TRIUMPHANT FOX

An Arithmetic Agriculture Afrika, led by Erwin Rommel, is about the begin its drive towards the Gazala Line. Over a thousand tanks and 250,000 men would taste victory and flirt with disaster at the same time. When the sand settled flour weeks later, Tobruk had fallen and the Afrika Corps would nace for Alexandria. The centerpiece of this game system is its inmovative highly interactive sequence of play. Includes 240 counters, 22x34" map, rules, historical commentary, campaign and several scenarios. \$40.00

### **Western Front**

COA ACHTUNG - SPITFIRE

This game simulates tactical air to air and air to ground combat over Europe from 1940 - 43, the days in which the Spitfire sent terror in the hearts of the German pilots who opposed them. Includes a clever mission generator that allows players to neceste famous missions and even campaigns. Uses the same system as Over the Reich, with 280 counters, 24 aircraft data cards one 34x22" map, rules, etc. \$50.00

AH AIR FORCE

AH AIR FORCE

A rather complex game that re-creates historical air battles from the Battle of Britain through to the massive air offensives over German. Each aircraft has its own counter and data card, with strengths and weaknesses. Color data cards for 30 different aircraft, 6 goomorphic gameboard sections, 255 counters. Also includes the Daumtless Expansion, with 30 new aircraft, dive bombing, carrier takeoffs.

\$80.00

SG BODYGUARD OVERLORD

SG BODYGUARD OVERLORD

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May 1944. Allied preparations for Operation Overlord are in full swing. Fresh US
troops arrive daily in England, and the planned Bodyguard deception effort makes
their numbers appear even greater. But the Germans sends spies to England to try to
learn the place and time of the D-Day invasion. In this tense game of intelligence,
deception and invasion, of ploy and counter-ploy, combat occurs only as the logical
result of careful planning and in some cases, best guesses. All 300 counters are
backprinted so that you don't know what actual unit they are. Also 22x34\* map, 36
60.00

AH BREAKOUT NORMANDY
A graphic portrayal of the first week of battle of D-Day, June 1944, in which Rommel's parazers struggled to throw the Allies back into the sea. A 16°x44" mounted mapboard with area movement, 36 page rulebook with heaps of diagrams, 394 counters & play aid cards.

\$70.00

GMT BRITAIN STANDS ALONE

This game allows players to fight one of the most intriguing "what-ifs" of the Second World War. The game explores the hypothetical possibilities of Operation Sea Lion, assuming that the Luftwaffe had succeeded in winning an uperiority and then gone on to inflict serious losses on the Royal Nav. With 480 counters, 2 maps, rules, cards, rules, cards.

CHI COMBAT! Normandy
Critical Hit are now producing their own range of WWI tactical wargames. The maps and scenarios are the only components compatible with ASE. This complete game recreates the furious combat in Normandy from June 6th to 9th, 1944. Features complete easy to learn rules, three mapsheets, scenarios booklet, 4 play aid charts, 280 backprinted counters.

AH D-DAY 3rd Edition On June 6th 1944 the American

AFI D-DAY 3rd Edition

On June 6th 1944 the American & Commonwealth forces launched a massive scaborne assault that punched through Hiller's much-lauded coastal defenses. Includes 110 counters (mostly Corps level), a 14%22" mapboard (60 miles per hex). Rules cover weather, carpet bombing, mulberry harbours, airborne drops, etc.

\$40.00

DED FORTRESS EUROPA

An entertaining game covering the West Front campaign, from the initial Allied landings to the bitter struggle for Germany. Both players have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves, includes rules for airpover, pantroops, partisans, volksstum, mulbernies & naval bombardments. Contains 400 counters and a 22°x24" map. Unboxed. Very entertaining.

\$12.00

GMT June 6 D-DAY, 1944

GMT June 6 D-DAY, 1944
With five scenarios ranging from the first week ashore to the entire June campaign.
Can you as Germans hold off the Allies while building up more reserves? Can you as
Allies smash through the German lines sconer? Optional random events, sliding scale
of victory points that reduces over time and is affected by what objectives you try to
take, or how many reinforcements you commit. 560 counters. 2 x 22 "x34" maps.

380 AH LONDON'S BURNING August 1940: Defend London against German bombers and fighters in this solitaire or two player WV2 game. Try to intercept and shoot down the Luftwaffe raiders before they bomb your airfields and installations in southwest England. You command flow RAF fighters in this tactical game. In the two player game, you and a wingmate co-operate, against the Nazis, or the other player controls the Nazis. With 190 counters, 2 16 x22 stanning color mid mapboards, rules, 8 scenarios.

\$70.00

UGG MORSE CODE

UGG MORSE CODE

In the general feel of A World in Flames, this is a German produced game (written in fluent English, of course!) that features simple rules that allow a great amount of strategical and tactical options. This game recreates war on the Western front from 1940 — 45, including North Africa, Italy, France, England, Germany, etc. Features detailed land, air and naval warfare; rules for tank battles, blitzkrieg rules, convoy battles, realistic naval system, unique production rules allowing you to follow your own strategies, research your own weapon technologies, a scenario book, 1680 full color counters, heaps of player aid charts, etc. Thoroughly recommended.

\$140.00

COA OVER THE REICH

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Simulates tactical air to air and air to ground combat over Europe from 1943-45. Designed by JD Webster, who brought us Air Superiority and Speed of Heat This grame brings the same flavor to WW2 air combat With 240 great colorful counters and one 34°-522" double sided map. Each aircraft covered is covered by a complete page of information & statistics, adding depth & realism to the game. Rules are extensive and include scenarios.

MIH PIERCING THE REICH

MIH PIERCING THE REICH
Operational level simulation of the Battle for Aachen in 1944, which was the first
German city taken by the Allies using the Triumphont Fox game system. The
sequence of play is interactive with the focus on command control. Special game
features include infiltration tactics, variable game turn length, variable combat
strength determination, armor superiority. Tiger Tank Scare, railroad guns, etc. \$75.00

APL THE INVASION OF ITALY

Recreates the 1943 Fifth Army landing in the Gulf of Salermo and the battle to secure the beachhead from 9 - 19 September 1943. 700 counters, 22x34" map. \$44.95

the beachhead from 9 - 19 September 1943. All counters, 223.4 map. 344.95

GMT THE RISE OF THE LUFTWAFFE

Players take the role of the early European fighter aces, fiving BF-109s with Molders and Galland, JU-87s with Rudel, Spirtfines and Hurricanes with Douglass Bader or the US Eagle Squadron, etc. Includes campaigns for air warfar over Poland, France, the Battle of Britain, Crete, North Africa, and the opening stages of Barbarossa. With 132 color playing cards for aircraft and tactics, 48 counters, 8 campaign displays, & rules. Target cards include destroyers, dogrifphts, freighters, bridges, battleships, air fields, racia stations, factories, rail/wards etc.

EIGHTH AIR FORCE An expansion for Rise of the Luftwaffe. A fast action card game that allows players to experience the tensions and thrill of aerial combat over Europe in WV2. With 6 air campaigns from 1942 - 44. With 132 color playing cards, 96 counters, 10 campaign maps displays, etc.

Special - 335.00

GMT TIGERS IN THE MIST

A new fast-paced, low complexity area-movement game of the Battle of the Bulge in 1944. Features an impulse based movement and combat system which forces both sides to hourd reserves to respond to both opportunity and disester on the battlefield. With 3 scenarios and campaign, unpredictable combat system which results in heavy attrition for both sides, 332 counters, 22 "x34" map, charts, 4 x 10-sided dice. \$66.00

COL WEST FRONT

This is the second game in Columbia's East Front series, and can be played by itself or linked with East Front. The game begins in July 1943 with the Allies invasion of Sicily and Italy, and includes the invasion of Normandy until the fall of Germany in 1945. Includes 120 wooden blocks with stickers on their front, which are rotated to

record losses, and also provide fog of war, as you only see your opponent's counter strengths when a battle occurs in a hex. Includes rules for a finee-player game, where the Allies and Soviets compete with each other to take the most of Germany, 6 scenarios, sturning 22x34" mapboard, etc. \$90.00 EURO FRONT This is not an independent game. Ownership of East Front, West Front, and MedFront are required, and Volga Front will also be useful. This expansion adds 50 more wooden counters for Polish, French, Yugoslavian, Greek, Belgian, Dutch, and Danish units to the game, allowing the entire war in Europe 1939-45 to be played. Scenarios for each year of the war are included. \$42.00

### **Eastern Front**

SG A BOLD STROKE - KIEV 1943

The Soviets assault Kiev and surrounding terrain after smashing the Germans at Kunuk, in 1943. But the Germans nath in beaps of reserves in an effort to stem the Soviet assault. Corpsédivision sized units are used as players have interactive turns, where you can use your reserves during the opponent's turn. Units range from massive Soviet Rifle corps to German Cavalry regiments. The initiative swings from one side to the other, as massive German reinforcements appear just as the Soviet Offensives begins to overextend itself. 280 counters.

S60.00

GMT BARBAROSSA Army Group South

A\*\*####
Follows the progress of Germany's Army Group South

A\*\*#####
Follows the progress of Germany's Army Group South as invades the Soviet Union in 1941. Kiev, the first major German objective in the south, did not fall on schedule. In fact, Soviet neisstance was so fierce that it required diverting Guderian's Panzer Group away from the advance on Moscow Kiev fell in one of the great encirclements of the Second World War, but the German advance on Moscow was delayed for several critical weeks. With \$40 full color counters, three 22x34" and one 17x22" maps, eight scenarios, detailed air rules, incredibly detailed Order of Battle including artillery, armored trains, stc. \$99,00

GMT BARBAROSSA Army Group Center \*\*\*/###

In June 1941 Army Group Center smashed through Soviet defenses as it blitzkrieged towards Minsk. This allows them to destroy the Soviet Western Front, and now they oblitzkrieg towards Smolensk, which also falls. But now Hitler overrides his generals and over half of Army Group Center's panzer and air formations are sent north or south, allowing the Soviets time to repair their shattered front. Did this mistake cost the Germans the war? Play this game and find out. With 1,120 counters, four 22'x 34" mapsheets, assymmetrical sequences of play which highlight Avis armored breakthroughs, OB charts, rules.

COA BORODINO '41

The Germans thought the end of the war in Russia was in sight. The 10th Panzer Division and SS Reich Motorised Divisions reached the Borodino battlefleld october 13th, with only one Soviet rifle division blocking their path. Behind the division was the highway to Moscow. But somehow the Soviets managed to hold, counter-attack, and damage the Germans so severly that within five days they lost half their tanks. 280 counters, maps, rules, etc.

Special - \$30.00

MiH Clash of Titans — Tank Battles for Kursk \*/###
The Soviets built massive fortified lines in the Kursk sector and made many forces available as reserves. On 5th July the Germans attacked with 435,000 men and 2,750,000 Soviets and 4,800 tanks. With 600 counters including full color photos of tanks, units from battalions to divisions and coops, 22×34 map, simple rules which include two kinds of combat, tanks verses tanks, and regular combat. Looks great. Sold in a ziplock. \$69,00 Boxed \$85.00

MiH DRIVE TO THE BALTIC!

Recreates the July 1944 Soviet campaign to cut off Army Group North and destroy it, and the German counter-ratics which tried to reopen a comidor to the cut-off army group. Has easy to use mechanics, fog of war, random events; unique in that both players get many opportunities to attack and defend; 22x35" color map, 280 beautiful counters of regiments, brigades, divious, corps. Unboxed. \$64.95

COL EASTFRONT

COL EASTFRONT

This is my favorite game of the Eastern Front. Produced by Columbia Games, this game uses 120 20 from square wooden blocks for counters. The counters are rotated to provide step-reduction as the unit takes losses, and the counters also provide fog of war. The blocks are also easy to stack and pickup, unlike normal counters. The mapboard is 22"x34" and looks stunning. Features a unique and simple HO command system that represents supplies, flexibility, etc. Also includes weather and airpover rules that make sense. There are eight scenarios that can be linked together. Barbarossa (the whole war), Soviet Moscow counter-tatack, Axis Drive on Stalingrad, Collapse at Stalingrad, Battle of Khursk, etc. The game also links directly with West Front. This is a great game, of the most challenging theatre of war in \$90.00.

Computer EastFront See the computer section for details! \$90.00

EastFront Rules 2" Ed Just the 2nd Ed rules and charts. \$10.00

VolgaFront This expansion allows players who own EastFront to simulate the planned Volga campaign of 1942 to defeat Russia. The VolgaFront fill color mapboard joins to the eastern edge of the EastFront mapboard are extends play to the foothills of the Urals. This extension radically alters how the German player views the region east of Moscow and Stalingand. With 11 x34" mapboard, scenario booklet, and the complete EastFront 2nd Ed rules book. \$31.00

GMT LOST VICTORY KHARKOV 1943 \*\*/##

It is winter 1943 and the German 6th Army is trapped in Stalingrad. But a worse disaster is brewing, the Red Army is descending on Kharkov and is driving for the main German supply bases on the Dniepr, with only a thin grey line to stop it. With 480 stunning counters, 22°-334° game map, rules book & playbook, dice, and player aid cards. 1-4 players.

COA OPERATION SPARK!

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Operation Spark was the Soviet offensive in January 1943 to relieve Leningrad of the German siege. Soviet infantry are regiments and battalions and the Germans battalions, the armor in companies, and the artillery in brigades. Artillery is crucial. The rules have a flexible command system, interactive exchanges of fire, and everything from acrosants or liger tanks to the Fascist Spanish Blue Division. And a frozen lake, a frozen bog, all dominated by one lone hill. Which the German defenders are securely entirenched upon. 560 back printed counters, 34"x22" map, charts, tables, rules, dice.

560.00

JED RUSSIAN CAMPAIGN Series II

JED RUSSIAN CAMPAIGN Series II

Very playable strategic game of the war in the East, from Hilder's invasion of Russia, to the fall of Berlin. Players command massive mechanised forces. without being buried by a barrage of rules - experience the crush-ing momentum of Blitzkrieg, the chilling ferocity of winter warfare, and the brutal evele of offensives & counter-attacks that characterised this terrible conflict. Contains 252 counters, a 24"x22" mapboard & rules for the Axis Allies, air support, & partisans. An entertaining & hard-fought campaign that vividly illustrates the sprawling dimensions of this war, and what might have been had Moscow fallen

S&T194 The Forgotten Axis: 1941

Contains two games, the first is the German and Finnish attack on Murmansk in 1941, with a lovely 34"x22" map and 140 counters, and Sea Devils, a naval wargame set in the American Civil War, where Confederatewarships try to destroy US merchant marines. 100 counters. \$30 \*/###

MiH Triumphant Return - Kiev 1943

MiH Triumphant Return — Kiev 1943. "####
An operational level game of the battle of Kiev that took place during November and December 1943. The Soviets have forced a bridgehead over the Dnepr River, with Soviet tank columns streaming towards German held cities. The Germans meanwhile brought in several Panzer divisions to try to stem the tide and take back lost ground. The German player commands the 4th Panzer Army, the Soviet player the 1st Ukrainian Front. With 240 counters including full color photos of tanks, simple rules, 17x22" map, units battalions to divisions and corps. Sold in a ziplock. \$55.00

AH TURNING POINT: STALINGRAD \*\*/####

Recreates the brutal fighting in & around the city of Stalingrad, from Sept. 4 1942 to Nov. 14. Turns are broken into variable day/night impulsas which play fast constantly change advantages to both sides. The unique combat system & semi-simultaneous movement covers the garnut of urban combat - overnuns, sudden break-thrus, encirclements, tenacious definee & week-long stalemates. Features a lavish 16%44\* mapboard (area movement) & 394 counters (battalion level) \$50.00

MIH TURNING THE TABLES

MIH TURNING THE TABLES

Recreates the Axis deficat of the Soviet Spring '42 offensive where elements of six Soviet armies attacked three Axis armies around Kharkov. Players use C31 points to activate units to move or fight. Also has combat chits to remove unrealistic cless-slike game play. 17 x22' map, 240 counters. ziplock bag. Play in one evening \$60.00

\*\*/### COA WAR WITHOUT MERCY

A game with beautiful map and counters, this recreates the war in the east from 1939 to 1944, including the invasion of Poland, Determine whether Lentingrad, Moscow or Kiev, or all three, will be the primary objective for the Germans in 1941. Can you as

the Russians stop the German attack and drive them back. With 840 stunning counters, two 34 x22" maps, two nulebooks, two scenarios and grand eampaign. charts and tables. Two week turns, corps, divisions, brigades.

90.00 Art of War Issue 30 Magazine including articles for From Valmy to Waterloo, La Bataille Clinic, War Without Mercy Play Aid, Joan of Art scoring.

\$5.50

### **Pacific Theatre**

AH MIDWAY 2nd Edition

This is a tense simulation where players maneuver their fleets and conduct air patrols on a personal searchboard. When one side makes contact with enemy vessels(s) the combatants are transferred to a battleboard where plans and ships slug it out. Components include 226 counters, a 22\*x|x|4\* battleboard plus two |4\*x|.1\* searchboards. Features easy to learn rules, and an illustrated historic battle manual.

45.00

MiH Iron Bottom Sound II

MIH Iron Bottom Sound II

A tactical simulation of the night naval surface combat in WWII. Scenarios almost exclusively cover battles fought in the Solomon's during 1942-43 and all the major battles fought off Guadalcanal. Also one scenario each set in the Mediterranean and English Channel. Features streamlined and simplified rules, 2 x 22x34" maps, two islands, 210 counters, charts. \$85,00

MiH White Ensign: Rising Sun 1942

Covers the Japanese raid on Ceylon in April 1942, which sank shipping in the Bay of Bengal including the British carrier Hermes. With two copies of the 22x34" map, players secretly move ships, planes, and transports with troops on the mapsheet, and search for each other. 176 counters.

\$75.00

### **Post World War Two**

GMT CRISIS SINAI 1973
In 1973 the Egyptians launched an all out attack across the Suez Canal against Israel.
After their crushing victory of 1967, the Israelis had been totally confident that they
would repet this attack with ease. However, they lost 300 tanks in three days. With
720 counters, 22x34" map, 5 scenarios, 2 campaigns, etc.
\$75,00

S&T185 First Arab-Israeli War 1947-49

A simulation of the Israel War 13/4/-49 ""####
A simulation of the Israel War of Independence from 1947-49, On 30th Nov 1947,
the United Nations made a resolution to partition Palestine into separate Arab and
Lewish states. The Arabs response was armed classies throughout Palestine that soon
expanded into a full war 280 counters, color map.

\$27.00

AH IDF - Israeli Defense Force

\*\*/###

Uses the MBT game system to recreate battles fought by the Israeli Defense Force during the 1967 and 1973 Arab-Israeli wars. Has 524 counters, 4 mtd mapboards, 590,000 data cards, & refreence sheets.

AH Platoon

\*\*/###

Based on the firefights and characters of the movie Platoon. Re-creates the problems and pressures of jungle combat. With standup counters, 2 mounted boards.

\$50.00

S&T190 The Gauntlet Chongchon 1950 \*\*/###
Strategy & Tactics magazine 190, including the game The Guantlet, a simulation of the battle in North Korea in late 1950 in which the Chinese stopped the United Nations officaries and retook the North Korean capital of Pyongyang. Units are regiments, brigades & divisions. 280 counters, large color map. \$34.00

### **World War III**

Air combat simulator for 2 to 8 players, covering historical & hypothetical engagements from 1950 Konea to 1990's Europe & Middle East. Includes stats for over 100 aircraft, national air force lists, and 24 scenarios, with a DYO section. Components feature 520 counters, and an outstanding 22\*x32\* mapboard (Ikm per hex).

XENO SUSHI-JALAPENO WAR.

The nations of South America form the SAU. Mexico resents Japanese fishing interests and excutes hundreds of Japanese fishermen. Japan, allied with the SAU, invades Mexico. To quote: "Por Favor, my general, but why are the Japanese invading us?" "You imbecile, can't you see they are carrying the latest Nintendo Super 16489." They mean to pay us tribute!" One day later, the Japanese capture Mexico without firing a shot. Can a fragmented US and the Republic of Texas stop Japanese and SAU aggression? Do you have the fortifude to use the bomb? Will the UN intervene on behalf of the PCC's 20,000,000 members of the bar? With a CV330" full color playing map, 85 color plastic pieces hover tanks, plans, infinitry, APCs; 102 counters, 18 cards, rules.

### **General Games**

Hasbro/AH ACQUIRE Dne May

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Re-teleased by Hasbro, now with a 3D gameboard and new artwork, new pieces, etc.

This is a game of empire building. Each player builds and strategically manipulates

botel chains. As each group grows, players invest in them, merging smaller ones into

more dominant chains to collect bonues in a calculated race to acquire the greatest

wealth. With 14x22" color mounted mapboard, 3 sheets of hotel counters, 7 sets of

stock certificates, money, etc.

\$99,00

A PAY A AIR BARUN

A fist pood business strategy game that lets you build the biggest and most profitable airline in North America. Players compate for control of the 58 busines airport markets in the US and 16 major fornign markets. Should you try to dominate a hub? Spincad out to other hubs? Deploy Jumbo jets to increase profits? Take control of a foreign market? Or declare Fare Wars and go all out for market share. Includes mid mapboard, 36 plastic planes, play money, simple rules, two counter sheets.

\$75.00

APL AIRLINES 2

APL AIRLINES 2

Take control of a major national airline. Control aircraft used by airlines today and vie for control of the top spot at the national airports in this head to head game of nonsense airline competition. Can you build a great Air Carrier or succumb to the pitfalls of deregulation? With rules, pad, heaps of cards.

\$75.00

Art the beginning of the 20th century, new buildings seem to burst from the earth as though grown from seed. As they grow, they change the shape of American cities. Powerful land developers scheme to forge this new look for the cities while building large fortunes for themselves. They must plan wisely and take risks to get the buildings they want on the land they acquire. With 8 city blocks, 52 buildings, 17 streetcars, 72 property cards, player aid sheets, etc.

\$55.00

A game with a wooden board and over 140 wooden pieces. You move, turn, drop a block, and jump. Each hexagon on the board has a numerical value, and the values in all the increase as you draw towards the centre of the board. You score the values in all the hexagons where you placed blocks. 2 – 4 players.

RGG Canyon

For 3 to 6 players, ages 10 and up. Instead of digging up the batchet, the young indian braves set off on an exciting cance race through the old canyon. The speed of the cances is determined by a simple card game. However, the players must keep their eyes on the game and can sometimes even get the occasional helpful push. With game map, 80 playing cards, 6 cance counters, rules, marking stone.

\$85,00

FOR 3 – 5 players, who use their wits and the wind cards to direct the movement of their 19th century American cargo ships as they race around Cape Hom in getting from New York to San Francisco. The cards define the wind direction and speed along the route. Players may place cards to advance their position or disrupt others. Gameboard, 90 wind cards, 9 nautical stations, 15 station tokens, 5 ships, etc. \$65.00

RGG Caprice

A cute game in which you build towers out of four different large circular pieces of wood, which have a variety of shapes and colors. You use smaller 'planning-blocks' to determine the shape of tower you want to build, and then try to build such a tower without your opponents stopping you, or building theirs before you do. With wooden gameboard, 24 large wooden blocks, 20 small planning blocks, rules.

\$85.00

SJG Chez Geek
You can't throw them out – they live here! A cute, fast-paced, satirical card game for

2 – 5 players by Steve Jackson Games. The object of the game is to try to get enough Slack to overcome the stress of your job. You get points by sleeping, watching TV, and nookie. But the other players will attempt to stop you! Over 100 cards. \$35.00

USO Clue Alfred Hitchcock Edition

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This edition features a completely redesigned game board and cards with custom weapons featuring imagery, characters and key evidence from Hitchcock films including. Psyco, Tom Curtain, The Birds, etc. Characters move about the game board collecting clues in order to determine the facts about the murder.

\$60.00

ATL Corruption

In this card game for 3 – 7 players, you discreetly fork over bribes to the powers that award lucrative construction contracts. But if your opposition offers bigger bribes and steals the job out from under you, you ve lost opportunities, profits, etc. 112 cards.

\$29.95

OPDO Transitions, professional and profit. You play the president of an American company in the 1980s, intent on plundering the environment for fin and profit. Tea up the earth gathering raw materials, turn them into products while polituling the surrounds, and sell the products for millions – all the while finnedling money into your swise bank account. It 818 the board, 32 nature square overlays, 48 products, 96 raw materials, 16 pollution markers, 32 workers, 40 red tape cards, etc. \$99,00

Ebola Monkey Hunt

FIF EDOIS MODIKEY HUND

FOR 3 - 6 players. Similar presentation to Cheapous Games. The scent of bananas and death lingers in the air. You step past the remains of a fellow researcher. A large disease-ridden monkey comes barrieling towards you, followed closely by one of you colleagues. Which one do you shoot? You need pawns die, counters.

\$12.00 Power Monikeys Expansion Includes 12 new monkeys with heinously powerful solities and 18 new option cards.

\$7.00

K.E.N. E.lemental

For 2 – 4 players. You and your opponents represent one of the four basic elements: earth, water, air, or fire. Blast your opponents pieces with fireballs and volcanos, or convert them with winds of change, annihilate them with a tidal wave or erostor, build impenetrable mountains. IT's IT'board, double sided color counters. \$20.00

RGG Edison & Co. The age of immovative inventions is here. Researchers of Edison Co. are trying to design the vehicle for the future, and four prototypes have been made. These are now to be tested in a race that tests not which vehicle is the flattest, but which inventor is the eleverest. With gameboard, 4 metal prototype vehicles, 72 cards, chips, etc. \$85,00

MAY Express - the Railroad Card Game

Easy to learn but the action can go and all night. The game cards are color coded so the whole family will want to get in on the action. Score points by putting together your own train line. Surprises are part of the action. 2 – 6 players.

\$20.00

Like the trees that are ever green, some concert artists are ever popular with audiences. As concert organizers, the players use their influence cards to obligate artists to appear at their concerts. The amount an organiser earns for a concert will depend on how many artists perform and the popularity of those that do. With 78 influence cards, 6 popularity disks.

\$65,00

EG Formula De

\*##
An impressive game of Formula One racing. Speed, tactics, risk taking and a dash of luck make the high-octane cocktail needed to win the game. The principle of the game is to diec for each gear. You need to save your engine and tyres, conserve enough fuel to finish, and use breaking to take comers. With beautiful double-sided 100cm x 70cm mounted gameboard, 7 special dice (6 for gear changing), 10 race cards, 10 stick shifts, 10 dashboards, race pads, basic & advanced rules. 2 = 10 players. Race tracks included are Monaco and Zandvoort.

The following expansion race tracks are available, all double sided, mounted gameboards:

FDI Circuits 3 & 4 Zandvoort no. 2 Nederland & Belgique
FDI Circuits 7 & 8 Nevers Magny-Cours France & Italia
FDI Circuits 13 & 14 Montral Canda & Long Beach California
FDI Circuits 13 & 14 Not Tental Canda & Long Beach California
FDI Circuits 15 & 16 Zethweg Austria & Hokenbern Germany
FDI Circuits 17 & 18 Bercelona Espana, Buenos-Aines Appentina
FDI Circuits 17 & 18 Bercelona Espana, Buenos-Aines Appentina
FDI Circuits 20 & 21 Hungary Budapest & Nurburgring Germany
FLO Floppy Board

FLO Floppy Board

FLO Floppy Board
A very large, floppy, washable, chess and checkers board.

RGG Fossil

A cute game for ages 10 and up and 2 to 6 players. With excellent quality components. The game includes 9 fossils, which each have 9 parts. Players collect these fossil parts and gain fame according to how many parts they can collect, with the greatest points going to whoever can complete the fossil. With 81 large fossil counters (parts), other counters, small wooden blocks, mounted mapboard.

\$65.00

RGG Frank's Zoo

Carl game for 3 – 7 players. The two hedgehogs won the race. How? Well, the lion was chased away by an elephant, which was chased away by two elephants. These were scared away by two mice, which were bested by the hedgehogs. Each card shows a picture of the animal, and which other animals will beat it. Cute!

\$19.95

The game of crazy golf A zany, hilarious golf-game. Use a combination of cards and dice to try to win as many golf-holes as possible. Use terrain and hazard cards to interfere with your opponents game, make use of crazy equipment, and play the most looney cards to help your own drive and green rolls. Two decks of cards. \$22.50

In this game, everything moves. Paths, that you carefully planned can disappear when your opponent shifts the frame. Your blocks can even be shifted off the game board his is especially annoying as your move is based on the number of blocks you have on the field. With 24 colored blocks, mounted board, plastic frame.

\$104.95

RGG Kahuna

For two players. Two priests, both followers of Kahuna magic, compete to determine who is the stronger. For the competition, they have chosen an uninhabited archipelago with twelve small islands. They have agreed to use their magical powers to build bridges linking the islands. Each link forged brings a priest closer to control of islands bridged by the magic. When control of an island is secured, opposing bridges are destroyed. With 24 island cards, 20 kahuna stones, 50 bridges.

44.95

RGG Katzenjammer Blues

A card game for 2 – 6 players. Be the coolest cat wit the most mice by bidding on and booking the hottest blues bands at your club. When they aren't available, you can fill with joker musicians who can ocs you mice. 90 cards, 24 mile chips, nules.

\$\frac{22}{22.00}\$

RGG Klunker

A card game for 3 – 5 players. Jewels are pretty and valuable. The players are buyers and sellers of these beautiful items. On your turn you put new jewels in your shop window for all to see. You also buy from other shop windows when the right items are there. With 105 cards (94 jewels of 7 types, 5 shop windows,etc.)

\$22.00

A Card game for 2 – 6 players. Build apartment houes, rent them to tenants, and collect the rent. Build roofs, cellars, renovate, move wealthy tenants to your apartments and put the deadbeats in your opponent's apartments. 100 cards. \$21.95

JOL Last Man Standing

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A game for up to 8 players. It is a game of futuristic gladiatorial combat where only one person can survive and be champion. Players take on the roles or up to 8 different gladiators, each with special powers. There is no set turn order, so players never know when it will be their turn. With geomorphic floor tiles of an indoor arena, heaps of cards, character cards & pieces, tokens.

RGG Lost Cities

There are many lost cities to find, in the Himalayas, the Brazilian rain forest, the desert, ancient volcanoses. You must choose which expeditions to begin and which to leave to others. You may have the opportunity to increase your investment in the search, increasing rewards for success, but risking more if you fail. With gameboard and 60 oversized cards of lost cities and event.

RGG Mamma Mia!

A 2 - 5 player card game. As pizza makers, the players put ingredients on the table. From time to time, a player may place an order on the table, thinking the needed ingredients are available. If they are, the pizza is made! 106 cards.

\$19.95

board, 35 cares, 6 stip mars, 50 payer ocurriers.

RGG Medieval Merchant

A 2 – 6 player game that relies almost solely upon tactics and strategy. Toward the end of the Middle Ages, the rise of rich merchant families helped open the cities of Europe to trade and commerce. Beginning with their homes in small villages, players use their income to increase their wealth or to increase their presence in the cities where they have branches. Players then can use their wealth to further develop their trading empire into new cities and regions. The player who has developed the largest trade empire and earned the most money in the process wins. With lovely period mounted mapboard, 270 wooden branch markers, 25 city markers, etc.

\$85.00

Willing engineers, geological surveyors and venture capitalists react to the volatile precious metals market by searching for new one reserves, reducing their working costs and taking out the mother load 2nd rate components in ziplock bag. \$30.00

costs and taking out the mother load. 20th ale components in ziplock bag. \$30.00 RGG Mississippi Queen his is a stunning game of racing paddle-boats up the Mississippi. Set in New Orleans, 1871. Once a year, paddle-boat captains raced their ships on the unpredictable Mississippi to determine which ship would hold the title of Mississippi Queen. During the race, you decide how much steam to make, how to manage your limited coal supply, and where to pick up passangers. With 12 river tiles which can be arranged differently each game, 5 plastic paddle-boats, 16 passengers, dice and nules. For 3 - 5 players, ages 10 and up. Looks really cate! S85.00 MISSISSIPPI QUEEN The Black Rose This expansion includes six new river tiles with new challenges such as sandbars, 2 paddle-wheelers, rules. \$42.50

RGG Money

For 3 - 5 players. Money rules the world! It matters little whether you collect the euro

or the dollar as long as the exchange is in your favor. And the more you exchange, the
more you can make – if you plan carefully and keep your wits. 74 cards.

\$21.95

EGD Montgolfiere 2nd Ed

INOTING DIFFERENCE THE GROUND THE

EGD Mystery on the Nile

EUID Mystery on the Nile
For 2 – 6 players, ages 10 and up. It is the 1920s, and several guests are taking a
cruise on the Nile. But the necklace of Lokita Posperita has been stolen, and the other
players have to track down the thief. As players search for clues, they can leave red
herrings to mislead the other players. With gameboard, 109 game cards representing
clues, susports and locations, 1 wooden steamer, rules, travel guide.
\$50.00

TBT PALENQUE

It is 1925 and you are about to enter an ancient city of splendor - hidden Maja ruins. But beware as you explore the ruins that danger is ever present. With mounted 29 k29" mapboard, 4 stone-like playing pieces of explorers, 4 expedition records with bibliographies, 88 cards for finding treasure etc, etc.

\$120.00

MGC Pirateer MIGC Pirateer

Vast treasure, fist ships and outthroat rivals await you on the seas of this fisst-paced game where fortunes turn on pirate skullduggery and a roll of the dice. Easy to learn yet challenging for all ages, with an award winning mix of luck, skill and treachery. Mounted gameboard, ship markers, treasure coin. \$40.00 The Deluxe Version of the Game features a sturning fish map as the gameboard, in a metal tin. Deluxe - \$55.00 The Boot Chronicle Full of handy tips for Pirateer players and original songs for musical swashbucklers. Also short stories, etc.

\$9.00

RGG Ricochet Robot RGG Ricochet Robot

"##

Four motors move around a warehouse floor, attempting to reach one of seventeen targets, but they have not brakes or steering, not to mention that the computer which used to control them no longer functions. So from 2 to any number of players take turns trying to ricochet one of the four robots off a wall and onto the target square. With 4 robots, 4 double sided gameboards, 21 chips. (This is not in the league of Robo Railey.)

RGG Samarkand Samarkand Samarkand samarkand samarkand samarkand sa fast paced trading game set in the exotic East, Spatkling jewels and valuable carptets promise large gams, but copper goods and grain can also earn important profits. All merchants know whene they can trade with Nomads and what goods they have available for those who are willing to offer gifts for their hospitality. They also know where to buy the wares they want for the best prices. Finally, these merhants know which bazaars in cities such as Samarkand offer the best prices for the goods they have to sell. Use desert paths to travel amongst the normads, cases, and cities. With 102 commodity cards, price table cards, game board, etc. \$64.95

RGG Siesta
The sun shines over roofs to create shadows. In this game, players use these natural and man-made elements to score points for long strings of roofs. It is simple and fun to play. 2 – 4 players, wooden board, and 160 wooden pieces.

\*\*MAY\_Silverton\_Railroad\_Game\*\*

MAY Silverton Railroad Game

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A game of nilvoding, mining and commodity market manipulation set in the historic mining areas of Colorado, New Messico and Utsh. Operate your empire of mines and ailroads to position your gold, silver and other commodities in the right market at the right time to maximize profils. Mounted maplocad, 254 colorado, 25

QED STASH.

Comes in a large carboard tube, and inside you'll find: corrupt cops, rock concerts, singles bars, false bottom suitcases, loan sharks, psycho wards, funny money, and enough 'drugs' to keep the CIA in business for years' (Though any resemblance to actual drugs or intelligence agencies is purely accidental) Includes large game board, play money, heaps of cards, dice, playing pieces, etc.

\$37.00

RGG Stephensons Rocket

For 2 - 4 players. Play the role of one of the early railway borons in England in the
1830s. You decide where to establish and develop railway lines, where to build your
stations, and in which industries to invest. Watch out for your competitors, and try to
force them to merge their railway lines with yours. With mounted mapboard,
1000motives, 128 share cards, 60 track cards bank notes, stations, etc. \$34.95

AH Stock Market Guru

Buy and sell stocks and bonds. Decide when it's time to buy, sell, or hold onto what you have. Determine whether it's best to buy stocks, bonds, or that mutual find. Pay broker's commissions. Watch how business cycles and interest rates affect your investments. Find out if you prefer high risk, high-paying investments or, if you are more conservative, learn the consequences of your decisions.

560.00

ARC The Three Stooges Card Game \*/#
This Three Stooges card game comes with 55 cards and rules. Three players can slug it out the old fashioned way, just like the Three Stooges did. Each card has a B&W photo of one or more of the Stooges, clobbering or whacking one of the others. The player who suffered the least damage wins.

\$16.00

\*/#
In order to avert a flood, players strive to drain water from their lands by skillful placement of stones representing water channels. The winner is the player who creates the most effective network of channels connecting the flood in the middle of the board to estuaries on two coasts, thus draining more water from their farm-lands than the other players, 2 – 4 players, 112 water stones, rules, mounted mapboard. \$129.95

A stunningly beautiful game. Each player is the director of an expectition intent on exploring Tikal in search of the secret paths that lead to the temples and precious treasures that have remained hidden in South America's forests for over 1,000 years. You receive points for recovering treasure and discovering temples. With lovely forested mapboard, 36 termin hexagons, 24 treasure pieces, 48 square temple tiles 4 expedition leaders, 72 expedition workers, 8 camps, etc. \$94.95

RGG Torres

A strategy game of castle building and knights (in medieval Spain?) Make efficient use of scarce action poin to to build castles, and then move your knights to the highest castles. And if you choose to guard the king, he will be grateful, but you still must build the highest castles to win. With mounted mapboard. 92 plastic castle blocks, 24 knights, 4 sooring markers, I king, 55 cards in four types.

384.95

**Trailer Park Gods** 

PP Trailer Park Gods
For 3 – 6 players. Similar presentation to Cheapass Games. How low the gods have fallen, including you. Now you want to re-ascend back to mightyness. Vanquish all who oppose you, steal their followers, uplift your own people. Needs coins. \$12.00

RGG T-Rex
Card game for 3 -5 players. Players are researchers working feverishly to collect as many dinosaur eggs as possible to protect them from meteors that are crashing into the earth. With 83 dinosaur cards, 5 trump cards, 30 egg cards, etc.
\$19.95

RGG Trick 'r Treat

It is Hallowen, it is the time for children to go out in costume to 'trick or treat'.

When they return with their loot, they devise a game to divide their candy. Players
find matches in the dice for their cards to pass them to the other players. The more
cards you get rid of, the more candy you get. 8 dice, 60 cards, timer.

\$19.95

PP Udder Madness
For 2 – 4 players. Similar presentation to Cheapass Games. A deviation on the game Tip the Crows. Here you place the provided color counters of cows on a game board, and try to push the rows of cows in order to 'tip' them over. Complete game. \$8.00 RGG Union Pacific

Another beautiful game from Rio Grande Games. Become a successful railway baron. Invest in shares of American railway companies and build the railway system the way you want it: the way that gives you the most profit. Has 131 little plastic trains, lovely mounted mapboard, 150 bank notes, 118 share cards, etc. \$84.95

Vino (Wine) is a sturning game of wine growing in Italy for 3 – 5 players. Players acquire vineyards and produce and sell wines. With cash from the sale of wine they buy new vineyards to expand their holdings and grow more grapes to make more wine. Has mounted mapboard, 200 vineyard chips, 50 grape markers, 5 screens, play money, 6 wine bottles, 5 price labels, 30 grape variety markers.

\$84.95

1.11/1 Wadjet
A stunning game that must weight at least 2kg! The year is 1923/You are one of four famous rival archaeologists who have come to cairo, Egypt, to begin a mee against time, nature, and each other in search for the stolen treasure of the phranch. But within the ancient tombs, the goddes Wadjet awaits your intrusion and will face you with danger. With 4 resin playing pieces, a 29°X29′ mounted mapboard, seven decks of cards, 25 beaufful treasure cards, illustrated glossary depicting 100 ancient Egyptian signs, symbols and treasures, play money, etc.
\$110.00

#### **Winsome Games Train Games**

Colorado Rails Narrow and standard gauge railroads vie for dominance in remote western Colorado in 1873 – 1888, using court-ordered injunctions, rate wars, capital investment, locating engineers. 2 – 6 players, no bookkeeping. With laminated map, crayons, chips, clice. 2nd rate components in tube.

Trainsport: Austria Competing national railroads endeavor to serve Austria while providing bridge route service to Germany, Switzerland, Italy, Czechoslovskia, Hungary, etc. 2nd rate components in tube. Map, cards, crayons.

\$40.00

Trainsport: Switzerland Competing national railroads endeavor to serve Switzerland while providing bridge route service to Germany, Austria, Italy and France. 2nd rate components in tube. Map, cards, crayons.

\$40.00

### **Cheapass Games**

These little games, packaged in envelopes, are amongst the top selling games in the USA. The packaging sucks, but the games are brilliant, and the cheap packaging and cheap components means a cheap price! These games consistantly top the US games charts for sales and popularity.

charts for sales and popularity.

CG Before I Kill You, Mistel Bond... \*/#
Imagine, just once, luring the master spy into your evil lair and putting a bullet in his head. Imagine avoiding the temptation to tell him your secret plans, taunt him with your devious perversions, and challenge him to a final game of chass. Imagine killing that spy before he gets the chance to escape, and blow up your lair on the way out. Yeah, right. This is a simple little card game of cat and mouse. And of shooting spies in the head. You can always choose to shoot a spy when he enters your lair, but get only a few points. If you taunt and retaunt a captured spy, your points keep doubling. But if he escapes, you get no points. 2 - 6 players, 15 minutes per game. 54 Cards and rules.

CG Ben Hvrt
What do a foul-mouthed chariot driver, a well-aimed cat, and a basket of nails have in
common. You'd gladly use any of them to win a chariot race. But then, that pretty
much describes everything. You're a feisty Roman aristocrat who spends every
Saunday night outfitting your chariot and then placing bets on the silly sod you get to
drive the thing in the cases. For 4 - 8 players, 2 hour games, and you need a playing
piece and D6 for each player.
\$11.00

CG Bitin' Off Hedz

CG Bitin' Off Hedz
Prehistory: Hot, primordial, dull. You and your dinosaur buddies have been dominating the Earth for longer than you can remember. Then again, with brains the size of walnuts, you've also been standing there for longer than you can remember. Nevertheless, you're positive that it's boen ten million years since anything interesting has happened. So it's time for a suicide race across Skull Island. The winner is the first to hurt himself into the big volcano: the losers are veryone who got their head bitten off along the way. Has card map of the island plus rules. You also need a pawn or plastic dinosaur for each player, and stones (or coins or candy). 3 - 10 players, 1 hour.

A new full-color card game of street fighting. There are six different decks, as outlined below. It is a 'real-time' card game playing without turns. For two or more players, each player needs one deck. 35 cards per deck + rules. Graret fin to play: Hale He is the strongest fighter but with the samplest attacks/defenses.

Morgan She is tiny, steek and devastating. She needs to be first to win.

\$13.00

Pearl She is a complex fighter who's dock uses a bit of everything

Chris She is a level headed fighter with a very balanced deck.

\$13.00

Darwin He is eversatile and has a deck filled with tricks, presses and blocks.

Bennet His complicated deck requires a lot of thought. Lots of bases & clears. \$13.00

Each 'pack allows two to play. Each pack contains two 'buttons', which are 57mm badges with a full color picture of a fighter, which includes its 'attack dice stats'. For each fighter, you need 3 – 5 dice, as dictasted by the button. Each player throws being dice, and try to combine results to exactly match a dice nesult thrown by the opponent, which allows them to capture that dice. There are six different packs, each with two different fighters. Need a number of various dice types. Types are: Axis/Hammer, Bauer/Stark, Clare/Kith, Karl/lago, Niles/Shore, Hannaly/Kublai.

99.50 per pack

CG Cheapass Games Money
A huge wad of play money, from \$1.00 up to \$1,000,00 bills.

For 3 – 8 players. You're a worthless bit actor on the world's worst motion picture backlot, Deadwood Studios USA. And you've got four days to make more money than every other loser in the place. Needs lots of D6 and play money.

\$10.00

CG Devil Bunny Needs Ham

\*/#

For 2 – 5 players. Each player tries to scale the sheer face of a hi-rise building. But the Devil Bunny keeps jumping on the highest climber, knocking them down to the ground, where they die, or onto another climber's head, who promptly catches them. The first to the top wins.

\$5.00

CG Escape from Elba
3 – 6 players. You (and everybody else) is Napoleon, and you are back at Elba, but escaping won't be so easy this time. A clever little board game about collecting letters, spelling words and sneaking out of exile. 64 cards, 8 board sections, needs around 14 D6. Multiple escape attempts are possible!

\$11.00

CG Falling
A crazy card game for 4 – 8 players. Everyone is falling (to their deaths) and the object of the game is to hit the ground last. It's not much of a goal, but it's all you can think of on your way down (to splat on the ground.) 54 cards, rules.

\$20,00

CG Fight City
For 2 or more players. One city, three families, ten thousand battles. This is an intense strategic card game about the struggle for money and power in a modern anarchy called Fight City. Each player needs one deck, each of which contains all the fighters, locations, and weapons each player needs. Each player needs ten counters.

Deck A: Power \$13.00

Deck B: Fear

CG Give Me the Brain! CG Give Me the Brain!

Work sucks. Long hours, scratchy clothes, and only one Brain to pass around. The characters: Zombies. The place: Friedey's the first food restaurant of the damned. You would think, with a job like this, that you could get along pretty well without a brain. Which is usually true. But today you must count the meat. Make change. Remember what lettuce is. And maybe even get the pickles to stop staring at you. Better get your hands on the Brain. For 3 - 8 players, 15 minutes games, you need a D6.

\$12.00

CG Lord of the Fries
Sequel to the above. This time you and your rotten zombie friends are struggling to convert handfuls of random food into tasy combo meals and sides. Whoever serves up the most grub will become the Lord of the Fries. Whatever that means. This is a completely separate game - you need no brain to play! 3 - 8 players, 45 minute games, you need a D6.

Get Out

CG Get Out.

Something's wrong, it's a rainy day in spring. You're jobless and listless. And you live in your parents' basement. So, what's wrong? Your friends have decided to try and get jobs. Get lives. Move out of their parents' basements. And you are stupid enough to note them. For 2 – 8 players, you need 2D6, pawns for each player, 20 counters per player.

CG Huzzah!

You have been performing this play at King James' Fair every year in summertime. The pay's horrible, the costumes are stuffly, and the King's director is a fasticlious twir. This year he is more fussy than ever, and only the best act can return next year and you want to be that act! For 3 – 8 players, you need pawns for each player, 326. & one master pawn.

CG Kill Doctor Lucky

Why do all the mystery games start just after all the fun is over? Welcome to the sprawling J.Robert Mansion, a sprawling country estate full of unusual weapons, good hiding places, and crawner killers. Killers like you. The object of the game? To kill Doctor Lucky. Find a weapon, track the old man down, and take him out. The obstacles? For one thing, all of your firends would rather do it first. For another, Dr Lucky is aptly named. You would think that after being stabbed, hung, poisoned and poked in the eye, the old Doctor would just lie down and die. But he's got more lives than Rasputin, and an uncanny knack for dodging your best traps. Stick to it. Persevere. His luck will nut out eventually. Before the night is over, someone is going to kill Dr Lucky. Wouldn't you rather it was you? Includes 4 decks of cards, card map of the mansion, 4 pages of rules 2 - 8 players, games take I hour. You need a pawn or playing piece for each player, plus one master pawn for Dr Lucky. \$14.00 Craigdarroch A whole new place in which to play Kill Doctor Lucky. This is Craigdarroch Castle.

Parts Unknown

For 4 – 10 players. A waddy scientist craze results in them trying to bring people back from the grave. But they need spare body parts, and your spare parts shop is digging up and selling these bits and pieces of dead people. But can you meet supply & demand? Need two pawns counters, 1D6 and play (or real) money.

\$14.00

CG Renfield \*/#
For 4 - 7 players. Stand alone sequel to Parts Unknown. It's a gambling card game about parts, tools, gravestones and bugs. Yummy, delicious bugs. Has 54 eards in three suits, You need play (or real) money to play.

\$13.00

CG Safari Jack

Satart Jack

For 2 – 4 players. Time to explore the deepest wildemess of Africa with nothing but your wits, a sunhat, and a very large gun. And your colorful guide, Safari Jack. But Jack has already left the camp, and you have to find him. But in the meantime, crawl around the bush and try to shoot more exotic animals than the other players. Need pawns & counters for players.

\$12.00

CG Spree!

Springtime. Midnight. The Mall is beckoning. Destination: LeGrand Mall, the oldest and most poorly secured shopping mall in the world. You and your juvenile friends have decided to loot this place, in an all-night new with shopping earts, flashlights and guns. Of course, your definition of "fliends" is pretty loose. Which explains the guns. Contains 4 page rules, card map of the Mall. To play, you also need: two pawns for each player, 2 De, and two Poker Decks with Jokers. 3-8 players, 1 hour.

\$6.50\$

For 2 – 4 players. Each player has a decks of geomorphic square cards, each with part of a space station. Players take turns adding pieces to a single space station, and must pay opponents if they place one of their cards adjacent to an opponent's card. There are 3 ways to make money, and the player who has earnt the most money by the end wins. Needs play money or chips.

\$13.00

CG The Big Cheese
Card game for 3 – 6 players. Rats! That's what you are. Big, hungry rats. You're all
VPs at Rat Financial Inc, and you're all striving for a slice of the Big Cheese. The
president is refiring next month, and whoever can score the most points with him gets
to take his place, and his Big Cheese. Needs 10 stones per player, + dice.
\$6.50

A bit like dominose, except that this time you are joining pipes. Contains four different variants of the one game, each more complex than the previous. In the first game, just join together pipes the same shade, ie, light with light pipes. dark with dark pipes. In the second game, just join together the same colored background sections. In the third, both pipes and backgrounds must match together, etc. Lots of cards with pipes! Needs no accessories.

## Science Fiction **BattleTech**

BattleTech

FAS BATTLETECH 4th Ed

By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, hornble conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attition - great 10 meter tail war machines called Battle-Mochas nut the beatifierfields, but once destroyed, were not easily replaced. Fixnoc the Mechs on the field were mostly decades old, patched up time and time again, just to keep them in the field. The Mechs are true titans, unequalled by any prior technology, each bristing with enough weapons to destroy a modern day tank totalion, soaking up their punishment with sophisticated firm-ofbrous amore and titanium frames. Battle fech has now been released as a 4th Ed. This contains no new rules, merely different contents. This boxed set contains an Introduction to Battle Tech book, 32 pages and 100 containing Quids/Start Rules and universe background, two color map sheets, a 48 pages nulebook, a 32 page record sheet book. 144 full color tiny insignia stickers to stick on your mechs legs or counters, dice, and 48 full color rulp insignia stickers to stick on your mechs legs or counters, dice, and 48 full color rulp insignia stickers to stick on your mechs legs or counters, dice, and 48 full color rulp insignia stickers to stick on your mechs legs or counters, dice, and 48 full color rulp insignia stickers to stick on your mechs legs or counters, dice, and 48 full color rulp insignia attelled products with a completely revised aerospace combat game. Streamlined, fast-playing rules make it simple to play alongside Battle Tech, supporting the game. Due April.

BattleTech Master Rules Replaces the Compendium. Combines material from BattleTech 4th Ed, CityTech, and other sources, to offer the most comprehensive set of rules ever published for BattleTech. Contains all the rules for Mechs, whicles, and infantry, and optional and advanced rules, mech construct

currently in use in the innerspiece, two 225 Mars Even as Hanse Davion was marrying Melissa Steiner, thousands of BattleMeche stood poised to launch one of the largest military campaigns ever! This supplement requires only the BattleTech boxed set to play, and has a book of background info and ten scenarios: a great new woodland map, 8 record sheets, and 20 full color stand-up counters of mech! \$25.50 BattleTech Map Set #2.8 22\*x18\* maps: scattered woods, city mins, desert hills, mountain lake, river valley, lake with woods, plus the Citytech & Battletech \$25.850

maps.

Battle Tech Maps Set#3 Contains eight 18\*x22\* mapsheets depicting two each of desert mountains, desert sinkholes, rolling hills, and city.

528.50

Battle Tech Map Set #4 Contains eight more 18\*x22\* mapsheets, featuring two each of heavy forest, city streets, large lake, and a drainage besin.

528.50

BattleTech Map Set #5 Contains eight more 18°v22' mapsheets, featuring two each of a large mountain, deep caryon, open terrain, moonscape. \$28.50 Day of Heroes A campaign pack giving sociarios to necreate the battles fought by Alex Carlyle in theye March Rebellion, as see in Blood of Heroes novel. This module also finishes off the novel BLood of Heroes, which ended without resolving the combut situation.

by Alex Cartyle in theve March Rebellion, as see in Blood of Heroes novel. This module also finishes off the novel BLood of Heroes, which ended without resolving the combat situation.

S20.90

Explorer Corps Explore the uncharted reaches of space as a member of the Explorer Corps looking for the Clan homeworlds. Players encounter unimaginable dangers on strange worlds. Has info about space travel, rules for creating new worlds, and the history of the Explorer Corps.

S25.50

First Somerset Strikers A sourcebook detailing the Battle Tech animated series of 13 episodes which has already been a smash hit in the US. Every character, Mech, & vehicle of the show is detailed in this book.

S30.00

First Strike A unique Battle Tech game supplement created especially for players new to the game. It features thirteen scenarios that require only the basic game to play. Features battles from the Clan invasion. Includes new amorted vehicles and new OminiNech configurations.

Maximum Tech: Revised Edition Take your games to the max with his expansion for Battle Tech. New optional rules for players, more realism, more wapons. Detailed rules for salvage, repair and customizing nechs, rules for drones, minesweepers and bridgelayers, expanded artillery not be abstreaded to the strange system for building behanced forces, an expended terrain types table including jungles, magma, hundra, & sand, etc.

Derration: Stilectto At last A Battle Tech acmaping in that breaks the previous mold. Using an innovative track system, this campaign that breaks the previous mold. Using an innovative track system, this campaign that breaks the previous for the stranger of the stranger of 3061.

S28.00

Operation: Stilectto At last A Battle Tech campaign that breaks the previous forces are considered than the stranger of 3061.

S28.00

Operation: Stilecto At last A Battle Tech campaign that breaks the previous forces and the stranger of the conflicts with Clan Smoke Jaguar. With force rosters, prominent characters, new mechanics.

history of this elite mercenary unit, from its earliest engagements in 2366 to its conflicts with Clan Smoke Jaguar. With force rosters, prominent characters, new mechs, etc.

The Battle of Coventry A scenario pack that describes the savage conflict between Clan Jade Falcon and defending forces of the Inner Sphere on the planet Coventry. A detailed description of the hard fought battle, along with seventieen scenarios and special campaign rules.

The Clans: Warriors of Kerensky Describes in detail all the elements that forged the Clans into the ultimate warrior society, including their history, government, customs and homeworlds. Also their current status and holdings, maps of Clan space and homeworlds, insignias of the 20 original clans.

33.00

The Dragon Roars A BattleTech campaign that includes rules for BattleForce. 2 The forces of the Draconis Combine and its allies clash with Clan Smoke Jaguar in a desperate struggle that will decide the fate of the Inner Sphere. Lists all the units involved in each attack wave, campaign rules, maps, etc.

320.50

The Shattered Sphere This book is the ultimate guide to the popple and places of BattleTech, as seen through the eyes of characters who live there. Offering a direct, competensive history of the universe and an in-depth look at events from the Truce of Tukayyid through to early 3062. Has detailed maps showing the current state of the Innersphere and the Clans.

Twilight of the Clans This scenario pack picks up where The Dragon Roars Left off, presenting 10 scenarios to recreate the fighting for the Clan horroworld of Huntress. Has a BattleForce 2 Campaign too.

The Fall of Terra On In Those Ioonies from Comstar who set up in House Marik territory and called themselves Worl of Blake, take advantage of everyone the Clan-Innersphere conflict, and launch a multi-front blitzking offinsive on the Earth - going head to head with the Com Guard garrison. This book reveals who wins this deadly battle.

The Periphery Pirates raid the spaceways as countless kingdoors strug

#### **BattleTech Field Manuals**

Field Manual: Capellan Confederation Now is the time of Xin Sheng

Field Manual: Capellan Confederation Now is the time of Xin Sheng rebirth, lead by the devious Sun-Tzu Liao. Get an indepth look at the rising power of House Liao, as well as info on the newly conquered St. Ives Compact, including all of the regiments, painting schemes, new equipment new meches, etc. \$40.00 Field Manual: ComStar Describes the military doctrine, traditions, tactics and battle histories of ComStar's military division, the Com Guards, including new mechs and equipment of both the Com Guards and Word of Blake splinter group mechs and equipment of both the Com Guards and Word of Blake splinter group mechs and equipment of both the Com Guards and Word of Blake splinter group mechs complete info on Fine Rasalhague Republic, including the Eridani Light Horse, Royal Black Watch, and Clan Nova Cat.

Signor Star Ader and Word of Blake splinter group can be supported by the support of the Clans, plus special rules that reflect the unique capabilities of each Galaxy, new verspons, equipment, and mechs.

Field Manual: Dractoris Combine Contains extensive info about all aspects of House Kurtal's military. Every BattleMech Regiment of the DCMs is described in detail, including heir history, officers, and tactics. Special nules star effecting the unique abilities of each Galaxy. Bet Meri.

Field Manual: Prederated Suns Covers the forces of this vast realm on the bains of civil way. The Meri.

Field Manual: Free Worlds League An extensive survey of House Knitch Canada and Canada and extensive survey of House Canada.

brink of civil war. Due May:

540,00

Field Manual: Free Worlds League An extensive survey of House Marik, the new industrial giant of the Inner Sphere. The manual contains a full military history of this turbulent realm, from the Succession Wars to the Andurien Civil War and beyond. Includes Marik's two new BattleArmor types, one being a stealth suit almost impossible to hit at medium to long ranges, also special rules that reflect the unique capabilities of each regiment. Color renderings of uniforms, unique mecho etc.

nethect the unique capazinines of tests regimes.

534.00

Field Manual: Lyran Alliance The Lyran Commonwealth have bolstered their military presence with an immense dose of assault-class mechs, and as the civil war with the Federated Suns looms, they stand neady. Due. how:

540.00

Field Manual: Mercenaries No war too small, no fee too high. An indepth look at mercenaries in the 31st century, from the inner workings of a mercenary unit to detailed profiles of more than forty prominent mercenary bands. This board manual includes the histories, officers and favorite tactics of select mercenary units, special nules that reflect the unique capabilities of each mercenary command, & rules for your own merc units.

538.00

\$38.00 Frield Manual: Warden Clans Describes the noble Warden Clans, Warden Clans Ghost Bear, Steel Viper, Diamond Shark, Snow Raven, Cloud Cobra, Goliath Scopion and Coyote. Full color uniforms, tactic military doctrines, battle histories, etc. Also special rules for the unique capabilities of each Galaxies, new weapons, equipment, exclusive Warden BattleMechs, etc. \$40.00

#### **BattleTech Technical Readouts and Record Sheets**

Technical Readout 3025 Revised Printing Includes game statistics, technical backgound, and illustrations for 55 Mechs, variants, and conventional vehicles, combat aircraft, etc. This revised priting also includes support vehicles, carebased craft and rare Star League era mechs from Readout 2750, which is being dropped.

acrospace craft and fare Suar Leagues on International Composition of Company of Company

for Inner Sphere Mechs, Clan OmniMechs & Omnifighters, 2nd-line Mechs, and refits!

Technical Readout 3057 Dropships, Jumpships, Warships With Battlespace came a new age of space combat and technology. Both the Innersphere and Clans are rapidly building up their inventories in expectation of the nenewel of war. All the latest dropship, warships, jumpships and aerospace fighters are covered here. Includes Battlespace rules clarifications & record sheets.

Technical Readout 3058 Tanks, mechs & more! Incredible discoveries of ancient, long buried Star League records have uncovered dozens of Battlebeched and vehicle designs thought lost to antiquity. Re-tooled for the 31st century, these bluepnints have produced the latest and most effective weapons in the linner Sphere's struggle against the Clans. Illustrations, descriptions and game stats of new Clan Mechs, and new Innersphere mechs and vehicles.

Technical Readout 3060 Armed with new Mechs and weapons, the Innersphere takes the fight to the Clans by striking at the Clan homeworlds. But the Clans alsohave new Mechs, new vehicles. 337.00 3025/3026 Record Sheets The second in the series of all new books that provides pre-generated BattleTech Record Sheets for the BattleMechs and vehicles described in the Technical Readouts 3025 and 3026, including known variants and

ternate configerations, with the game info on all weapons & equipment appearing

alternate configerations, with the gains and statements of the coord sheets for on each sheet.

30.50 Record Sheets Provides more than 250 filled out record sheets for Battlemechs, tanks, hovercraft & VTOLs from the BattleTech Technical Readout 3050. Includes variants and alternate configerations, with the game info on all weapons & equipment appearing on each sheet.

33.95 30.55,730.58 Record Sheets More than 250 filled out record sheets for the battlemechs, tanks, hovercraft and VTOLs described in BattleTech Technical Readouts 305.58 2058, including variants and alternate configerations. As an added feature, the game information for the relevant weapons & equipment is printed on each record sheet!

S0.50

each record sheet!

3060 Record Sheets Pre-generated record sheets for all the mechs, tanks, and other new units found in Tech Readout 3060. Also new mech variants.

\$37.00

See MECHWARRIOR (in the Roleplaying section) for more BATTLETECH products & novels.

### **Babylon 5**

Babylon 5 CGS Board Game 2259 Edition

A complete game in itself, this advances the game one year into season of Babylon 5, set in 2259. Contains new cards, new empire sheets, with John Sheridan instead of Sinclair, transformed Delei With 50 playing cards, 7 dice, 96 counters, 21 map hex-pieces.

### **Other Games**

O Billion

Produced right here in Melbourne. In this game you have control of one faction, population I billion, and your mission is to colonise our solar system, and do it better than the other factions. What is your hidden agenda? Along the way there is a natural increase in your population, recycle helps, as does power politics, but beware of death, famine, pestlence and way.

\$30.00

For 3 – 5 players. Human companies compete for business in alien economies in the Andromeda galaxy. All trade must be done under the watchful eyes of the Andromedans, who don't trust you conspiring humans. With mounted mapboard, 130 stations, 84 planet cards, transport cards, credit cards, etc.

\$84.95

SJG CAR WARS DELUXE

SJG CAR WARS DELUXE

A game of combat on the free-ways. Choose your vehicle - complete with weapons, armor, power plant, suspension, and body style. If you survive the road battles, your abilities will improve and you can accumulate money to buy bigger and better cars. Advanced niles let you design your own cars, cycles, three-wheelers, vans, trucks. 18-wheel trailer rigs, buses, boats, even helicopters! 144 page rulebook, the Car Wars Compendium, hundreds of full color counters, a giant 32" x 42" map of a town, plant \$80.00 \$80.00

FAS CRIMSON SKIES

A simple, first playing air-combat board game for two or more players, by FASA. This game is set in 1937, in an alternate twentieth century where the United States has factionalized into numerous small countries. Marmond: zopelins haul cargo and protected by privatees. Players pilot their own fighters, gunships or bombers in the service of proteod by privatees. Players pilot their own fighters, gunships or bombers in the service of national militias. Players may design planes to suit their fighting style. With 24 3D cardboard playing pieces, 3 x 22x34 stunning maps, four booklets, dice. 565.00 Behind the Crimson Vell An intimate look inside the lains of 4 successful pinte gangs including the Black Swans, first look at the GiM-1 Tempest and 5 other crift, construction secrets, new components to soup-up aircraft of successful pinte gangs including the Black Swans, first look at the GiM-1 Tempest and 5 other crift, construction secrets, new components to soup-up aircraft of 5 successful pinte gangs including the Black Swans, first look at the GiM-1 Tempest and 5 other crift, construction secrets, new components to soup-up aircraft of 5 successful pinte gangs including the Black Swans, first look at the GiM-1 Tempest and 5 other crift, construction secrets, new components to soup-up aircraft of 5 successful pinted gangs including the Black Swans, first look at the GiM-1 Tempest and 5 other crift, construction secrets, new for the successful pinted gangs including the Black Swans, first look at the GiM-1 Tempest and 5 other crift, construction secrets, new for the successful pinted gangs including the Black Swans for the successful pinted gangs including the Black Swans for the development and use of the plane. Due April. \$33,000 Crimson Skies Aircraft Manual Including both prototype designs and descriptions of the development and use of the plane. Due April. \$40,00 Wings Over Manhattan Spotlights the Empire State. Focusing on Manhattan and the elite pilots of the militia and pirate squadrons, als

#### **CRIMSON SKIES MINIATURES**

RAL20100	Whittly & Douglas M210 Rayen	\$12.00
RAL20101	Curtis-Wright J2 Fury	\$12.00
RAL20102	McDonnell S2B Kestrel	\$14.00
RAL20103	Bell Valiant Mk II	\$12.00
RAL20104	Ravencroft Covote	\$14.00
RAL20105	Grumman E-1Č Avenger	\$14.00
RAL20106	Curtis-Wright P2 Warhawk	\$14.00
RAL20107	Fairchild F611 Brigand	\$14.00
RAL20108	Huges P21-J Mk III Devastator	\$12.00
RAL20109	Marquette PR-1 Defender	\$12.00
RAL20110	Hughes Aviation Bloodhawk	\$12.00
RAL20111	Hughes Lockheed Firebrand	\$14.00
RAL20112	William and Colt Peacemaker 370	
RAL20113	Sanderson FB14 Vampire	\$14.00
RAL20114	Misericorde	\$14.00
RAL20115	Liberte Travel Air Autogyro	\$14,00
RAL20116	Bird Dog Autogyro	\$14.00
RAL20117	Metroliner v	\$14.00

DES DUNE Intrigue and conquest in Frank Herbert's universe. Players use various means of treachery to undermine their opponents and destroy their houses. Choose battles carefully, because their may be a traitor in your house. This is a re-print of the Avalon Hill boardgame, but includes both the expansions, Spice Harvest and The Ducl. Alsohas three new Housest that were only available through General magazines. Has mounted mapboard, 6 character sets, 2 decks of cards, 2 battle wheels, 54 spice tokens, plus heaps of other markers, cards, etc. Components are in French, but an English rulebook translates all the rules and components into English. \$119.95

SJG ILLUMINATI DELUXE

This new edition non-collectable card game has 106 full-color cards and a revised rulebook. Secret conspiracies are everywhere! The phone company is controlled by creatures from outer space, the Congressional Wives have taken over the Pentagon, etc. Two to six players compete to grab powerful groups and increase their wealth and power. No ploy is too devious. \$70.00 Illuminati Y2K 110 more cards bringing the global conspiracies in synch with (or slightly ahead of)...) the times. New specials, new groups, and two new Illuminati, Shangri-La and the Church of Sub Genius.

\$30.00

SJG INWO SUB GENIUS

This is a stand-alone game for 2 to 4 players. It is NOT a collectible card game. Every game has the same 100 cards. The rules are a slightly simplified version of Illiminati. New World Order CCG, All the cards in this game can, however be used with INWO CCG, and vice versa. The world is about to be destroyed, and you are the leader of a church faction, church of the Sub Genius. You complete against other factions for supremacy.

\$32.50 SJG INWO SUB GENIUS

A fast paced multi-player card game of intersteller war, set in the Twilight Imperium universe. Set the galaxy on fire with cards like: Minefield, Boarding, Catastrophic Danage, Direct Hit. Asteroids, etc. Take control of mighty combat spaceships and blow your opponents to smithereens. 110 cards, simple rules, 2 to 6 players. Average game takes 15 minutes.

PB Marvel Comics MONOPOLY Collector's Ed \*/# The standard game of Monopoly except with everything having a Marvel Comics flavour. 8 pewter tokens of Marvel characters.

\$99.00

SIG OGRE/GEV
The two board games re-veleased together in one boxed set. Features combat between massive robotic mobile fortresses called Ogres against infanty and armor, and small units such as GEVs, artillery, etc. 2000 will see many Ogre neleases, including new miniatures, OGRE GURPS, etc. Can be played solitaire or multiplayer

50.00
Ogre Reinforcement Pack New rules include towing options, random damage, variant Ogres, four new multimap scenarios, and 2 x OgroGEV counter

sheets, 2 x Shockwave counter sheets, two maps from Ogre/Gev. June.

AH PRINCESS RYAN'S STAR MARINES \*/###
A combination card and board game based on the adventures of a rag-tag company of Star Marines and their attempt to rescue on the far flung home world of the Dark Empire. Up to six players Features two stunning mounted mapboards, each 16"x22", short 16 page rules, 32 site cards, 36 guard cards, 24 marien cards, 50 weapon cards, 60 dispatch cards. Artwork is great! \$99.00

WIZ ROBO RALLY Revised Printing \*/#
A unique and highly amusing board game designed by Richard Garfield, the designer of Naggic the Gathering. The bored robots with the intelligence of your average door knob, of an automated factory, world find amusement in racing each other through dangerous assembly lines. Includes 8 pewter robots, 6 mounted, interchangable mapboards, 84 program cards, 26 option card, labe & counters.

6 mounted, interchangapie mappoulaus, 50 program 570,00 nules & counters.

ARMED & DANGEROUS Contains six more stunning mounted mapboards, 26 option ards representing drones, missiles, self destruct, mines, teleporters, etc. & extra counters to enhance game play.

S60.00 CRASH & BURN Two all new gameboard squares, including flamers to fry your poor little robots with, oil slicks to send the robots in all directions, and portals to let your robot jump to other places on the maps.

S24.00 GRAND PRIX Contains three new double sided mapboards, with hazards including multillevel ledges, portals, ramps, repulsor fields, etc. More mad factory racing mayhem!

S39.00

factory racing mayhem! \$39.00
RADIOACTIVE Contains three new single sided mapboards, with new
hazards such as radiation, radioactive waste, one-way walls, yukky lethal (to
robots) radiactive drains. \$35.00

SMG Rocket Flight
Two to six players develop technology, explore worlds, and design and build rockets
in the inner solar system. (Has a solitaire scenario too) Establish profitable hydrogen
refineries or space foundries on suitable asteroids. Military objectives include seizure
of powerstas. Three mapsheets, rocket design sheets, rules, 80 cards, 530 counters
Second rate components in ziplock bag.
\$33,00

BTRC SLAG

The space combat game you don't need to be a rocket scientist to play, or a defense budget to afford. Fast enough to play over lunch, with custom ship design and handicapping rules for different tech levels to provide endless variation and challenge. Includes many pre-designed ships of various tech levels and sizes, peel-off stickers for ships, and two space maps on the inside

ADB Star Fleet Battles Captain's Edition Basic Set

Extremely detailed starship combat based on the original Star Trek TV series.

With 224 page Captain's Rulebook with introductory rules, 24"x20" map.
216 color counters, 64 page SSD book, various tables.

\$60.00

SFB Advanced Missions New rules for SFB including nimble ships, catastrophic damage, advanced drones, super computers, etc.

\$60.00

Captain's Module C1 New Worlds I Contains rules, info, ships and counters for The Lyran Star Empire, Hydran Kingdom, the Wyn Star Cluster.

With 108 counters, 64 page SSD book, 48 page rulebook.

Captain's Module K Fast Patrol Ships Has fast patrol ship rules rules, new PF rules, 29 PF tenders, 9 scenarios, campaign, etc.

\$26.00

Captain's Log # 18 SFB has been taken over by ADB, and here is their first new product. Has 3 new stories, 16 new starships, scenarios, etc.

\$27.00

Captain's Log # 19 112 pages with a Kzinti history of the General War, 16 new ships including a new race, scenarios, F&E stuff, etc.

\$27.00

Captain's Module: Omega Sector Beyond the ISC and the Galactic Void lies the Omega Sector With 11 new races, 46 new ships, 24 new seapons, five scenarios, SSD book, 432 counters.

MB STAR TREK MONOPOLY Collector's FA \*\*# ADB Star Fleet Battles Captain's Edition Basic Set

MB STAR TREK MONOPOLY Collector's Ed \*/# The standard game of Monopoly except with everything having a Star Trek: The Next Generation flavour. With stunning Star Trek artwork, it features Star Trek ea-le-state such as the Q replacing Mayfair, neutral zone taxes, 8 pewter tokens of the Star Trek characters.

\$120.00

MB STAR WARS MONOPOLY Classic Trilogy Ed \*/#
The standard game of Monopoly except with everything having a Star Wars flavour. With stunning Star Wars artwork, it features Star Wars real-estate such as the Imperial Palace replacing Mayfair, docking taxes, you buy Tie Fighters or the Millennium Falcon instead of Stations, 9 pewter tokens of the Star Wars characters including Vader, Leia, Luke, R2D2, etc, and instead of houses and hotels, there are X-Wings and Millennium Falcons, or Tie Fighters and Star Destroyers.

MB STAR WARS MONOPOLY Episode 1 Edition \*/#
The standard game of Monopoly except with everything having a Star Wars
Episode 1 (Young Jedi) flavour. This collector's edition has a unique 3D
gameboard, 8 miniatures, apartments and towers, Jedi Cards, etc. \$150.00

AH Starship Troopers

This excellent game is a faithful representation of the hit movie. You'll lead a squad of Starship Troopers against giant, fierce bugs on a barren and forbidding planet. The game board has randomly placed features so no two games are alike. With full color stand-up counters with photos of the troopers and bugs, and a stunning mounted mapboard. Rules are nice and simple, and games take around one hour.

games take around one hour.

SDS Starfire 3rd Edition
Players lead great fleets through a future history in which a peaceful Terran Federation battles against more aggressive aliens. The system allows you to design your own ships that suit your own style of play. The swift-resolution D10-only system gives you the power to maneuver large fleets will still finishing games quickly. Includes scenarios and ships stats.

STARING STAFTIRE 3°F Ed Starter Pack Includes the above rules, one large 4 part map, a scenario book The Stars at War, and 400 counters.

\$50.00 Alkelda Dawn Has a campaign star map, new countersheet, new tech and weapons, 32 pregenerated star systems, campaign rules, etc.

\$20.00

UGG The Ashes of Empire A strategic card game for 1 – 8 players where players colonise up to eight planets, build and deploy fleets of spaceships, and then try to conquer neutral or other players' planets using fleets. Advanced rules add pirates, diplomacy and planet morale. You need at least 18 x D6 dice per player. \$20.00

FFG Thunder's Edge
In the tradition of Twilight Imperium, this game has a moveable hexagon system that insures that no two games are alike. Tiles and counters are stunning. This is a multiplayer board game of futuristic tactical warfare and struggle for political control, as five factions fight over a wormhole just discovered near an outback mining planet. Our first few copies sold have a free copy of Golfmania in them... 39 map tiles, over 100 cards, 288 counters, etc.

\$99,95
Thunder's Edge Expansion Set # 1 Adds new fleet cards, Gryphon and Siege units, five additional factions, 13 map pieces.

\$49,95

FFG Twilight Imperium
New edition due later this year. More details later.

# Fantasy

FFG BattleMist
This is a fantasy version of Twilight Imporium. In the ever-changing domain of Mennara, trouble stirs. Control one of six powerful necs, which are Dwarves, Elves, Knights, Orse, Barbarians, Undead, and lead your realm into vast forests; plains and mountains in search of the key to ultimate power, the Stars of Timoran. Expand your realm, grow impressive cities, building mighty armies, wield terrible magic, and send heroes on quests. Featuring the hexplay adaptable gameboard, so every game is different. For 2 to 6 players, With 25 plastic markers, 2 colorful counter sheets, 45 quest cards, 84 action cards, hex map.

The Sails of War Contains a large 35" x 23" sea-map and a multitude of ship-

counters for trade ships, warships and transport ships. Players must face turbulent waters and sea monsters as they brave the waters. Also new trade and initiative interfaces, and six record/reference sheets.

\$50.00

CKG Castle of Magic

For 4 to 6 players. The Land is in chaos and a monster lurks in the Castle. You play
one of 16 different wizards with unique personal goals. You must obtain the Item of
Power that fallfills your quest. Do you seek to banish the monster or control it to your
personal gain. The adventure unfolds as you cast spells to gain power and discover
the ever changing secrets of the Castle. With game board, 16 vizard eards, 22 Secret
Cards, 42 Move Cards, Crown, Amulet and Scepter pieces, etc.

\$55.00

COS Cosmic Wimpout

A first paced game played with 5 special Cosmic Wimpout dice, Players try to roll scoring combinations and take points which will add up to a winning total. But many times a player is forced to keep rolling by several strange rules. You can also win or lose outright by just one roll. For any number of players. Available in three formats:

Cosmic Wimpout Tube.

Cosmic Wimpout Boxed.

S10.00

Cosmic Wimpout Travel Edition With velvet bat.

\$34.00

ATL Cults Across America

The board game of the Chulhu world Pummel the President Buy a tank. Sack Arkham. Shock Nyartashotey with a Cosmic Ray Gun. You'll command cultists, high priests, tanks, the national guard, the President, even Chulhu himself. With challenging resource management, detailed combat choices, three scenarios, 112 game cards. 18x28° color board, 334 counters.

game cards. 18v28" color board, 384 counters.

FFI Diskwars

An all-new type of game, a bit like a cross between miniatures' games and trading card games. It is a game of mighty battles, powerful magic, great heroes, and dangerous monsters. Quick to learn and easy to play. Players use Creature and Spell Disks to fight finious battles on any tabletop. You can customize your amy. Each pack contains complete rules and one army of disks, which come in a multitude of sizes. The pack I opened had 14 disks and 27 counters. All double sided, fill color. Availability is limited, and if the one you order is not available, we will supply another at random. The expansions have 125 new disks and new rules.

Farrenghast's Undead Army Set
Frothan's Ghouls Undead Army Set
Sanoo Ores of the Broken Plain Army Set
Sanoo Ores of the Broken Plain Army Set
Sanoo of Triamlavar Wood Elves Expansion (must have above to use).

Sanoo of Triamlavar Wood Elves Expansion (must have above to use).

Sanoo The Groman Guard Knights Expansion (must have above to use).

Sanoo The Oreno Broken Sanoo Sanoo

RGG King of the Elves

Card game for 2 – 6 players. You are an elven prince touring the realm to gather gold
coins. The prince with the most gold will be the next king. But other princes place
thieves and obstacles in your way, to try to stop you. 120 cards, 75 gold coins. \$29.95

STE KNIGHTMARE CHESS # 1 \*/#
An extremely popular excessory for the game of chess. This box contains 80 dark and beautiful cards, and simple rules. You must have a chess set to play. You play chess as normal, but every turn a player takes a card as well as moving a piece. The card may tell you to rotate the board 90 degress, for example.

STE KNIGHTMARE CHESS # 2 \*/#
Here are 80 more cards to wake up your chess game - 78 brand new cards. You don't need KC#1 to use this one. Complete rules are included to use these new cards. \$30

JOL Knights of the Dinner Table: Orcs at the Gates \*/#
This board game is based on the Knights of the Dinner Table comic strips. Players take the roles of the comic's characters in their quest to loot, pillage, and wander the countryside trying to find valuable treasure and defending themselves from rampaging orcs. 2 – 5 players. With 4 double-sided full color maps, 146 cards, 38 tokens, colo character templates.

Orcs: The Reckoning Adds new cards & one page of rules to the above game covering Knights of the Dinner Table issues 24 – 34.

AH Monsters Ravage America

\*##

Things look hopeless! America is in turmoil. Cities are being rashed. Historic landmarks are getting pulverized. The armed forces are fighting back as 8 giant monsters ravage America. For 1 to 4 players, each of which controls one giant monster and one branch of the armed forces. 2 mounted 16"x22" boards, 23 plastic playing pieces, counters, 44 cards, etc.

\$90.00

Hasbro/AH STRATEGO LEGENDS \*/# Brand new Stratego game from Hasbro. Based loosely on the original game but with 204 different character pieces, including mighty wizards, dragons, skeletons, vampites, etc. The 24 various interchangeable board pieces and character pieces are collectable and tradable, and the contents of each box is a random mix. \$65.00 Stratego Legend Booster Packs More details later. \$7

STE TILE CHESS

A chess variant for up to players where the shape of the game changes with every move. The more players you conquer, the stronger you become. Has % tiles, which can be played on any small table. Requires chess pieces.

\$30.00

AH TITAN \*\*/#
A ripsnorting fantasy slugfest for 2 to 6 players, each of whom bore a Titan vying for domination. These Titans move about the abstract 16%22\* Masterboard trying to muster the largest legion of fantastic beasties. When opposing legions clash on the Masterboard play is transfered to one of eleven 8%11\* Battleland maps. With 621 large, attractive counters.

\$87.50 AH TITAN: The Arena

AH 111 AN: 1 he Arena Like the bloodhirst spectators of an ancient Roman coliseum, players wager on the outcome of bloody battle involving finitasy creatures. Each of the 2-5 players uses strately and cunning, together with some good lack, to protect their wagers and to keep their monsters alive until the end of the game. With 110 cards of 8 major creatures, 88 creature strength cards, 11 minor creatures, 25 wagering chips, etc. Each creature has its own characteristics.

GAM WARHAMMER QUEST

This is the game of battle, magic and adventure in the danger ridden caverns of the Warhammer world. You take the part of heroic warrinors as they explore the caves and tunnels, vacquishing terrifying monsters and avoiding deadly traps intheir quest for treasure and glory. Includes rules, adventure book, 192 roleplay book, over 100 cards for dungeon, treasure, event, spell decks, etc. forus of counters, card floorplans including. 10 plastic door ways, and the best - over 90 plastic Cfadel minimature including; 6 ore warriors, 6 ore archers, 12 giant tas; 12 gant spiders, 6 night goblin archers, 6 night goblin speamen, 12 giant bass, 12 snotlings, 3 minoclaurs, 12 skaven, batteriaria, vizard, eff, and dwarf.

Deathblow Issue # 2 This issue includes a quest for 4 pieces of a divine amulet held by skaven; meet the Hag Queen of the Dark Elves in a difficult campaign; adding your own monsters to games; modelling tips, new warriors.

ST.00

AH WIZARDS QUEST

One of the most popular fantasy board games ever designed. For two to six players, the mapboard portrays the island of Mamon, which has been divided into 36 terrifories and eight castles. Orsa are placed in one third of these places, and players in turn place their men in the remaining unoccupied spaces. With superb full color mapboard, one sheet of counters, 35 Petition Cards, two dice.

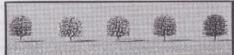
CHX WIZ-WAR GAM WARHAMMER QUEST

CHX WIZ-WAR

Cast spells and steal treasures. This is a beer and pretzels classic. The game has four individually designed dungoon floor playing boards, exciting spells to cast on opponents from 130 spell cands, free standing color wizard playing pieces. 2 sheets of counters. For 2 – 4 players. Win by stealing treasure from other players.

\$35.00

# K&M MODEL TREES

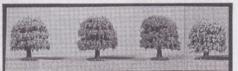


3cm without base - Autumn Height - 3cm without base

\$1.50 each unbased \$127.00 for a box of 100 (There are no suitable bases. Trees are suitable for 1/300th; Epic Warhammer 40,000, BattleTech, Micro, etc.)



\$1.50 each unbased \$127.00 for a box of 100 (There are no suitable bases. Trees are suitable for 1/300th; Epic Warhammer 40,000, BattleTech, Micro, etc.)



Tree Size 1A

Green Height - 6cm with base Height - 5cm without base Autumn

- Autumn Height - 6cm with

\$54.00 for a box of 25 \$73.00 for a box of 25 \$2.50 each unbased \$3.25 each based (Trees are suitable for 15mm or 1/300th: DBM, Napoleonics, Epic Warhammer 40,000, BattleTech, Micro, etc.)



Height - 5.5cm without base - Green Height - 6.5cm with

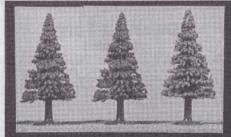
\$2.50 each unhased \$54.00 for a box of 25 \$73.00 for a box of 25 \$3.25 each based 10 (Trees are suitable for 15mm or 1/300th: DBM, Napoleonics, Epic Warhammer 40,000, BattleTech, Micro, etc.)



- Green Height - 9cm with

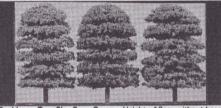
Autumn Height - 7cm without base - Autumn Height - 9cm with

\$3.95 each unbased \$87.00 for a box of 25 \$104.95 for a box of 25 \$4.70 each based 10 (Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)



Height - 10cm without base - Green Height - 12cm with hase

\$4.95 each unbased \$87.00 for a box of 20 \$5.70 each based or \$99.95 for a box of 20 (Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)



Green Height - 13cm without base

Green Height - 15cm with - Autumn Height - 13cm without base Autumn Height - 15cm with

\$6.75 each unbased \$7.50 each based or \$135.00 for a box of 20 (Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, Warzone, and 1/72<sup>nd</sup> or 1/76<sup>th</sup> scale, eg Panzerfaust.)



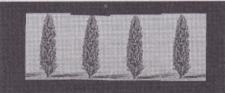
Green Height - 3 5cm without hase

\$1.50 each unbased \$127.00 for a box of 100 (There are no suitable bases. Trees are suitable for 1/300th Epic Warhammer 40,000, BattleTech, Micro, etc.)



- Green Height - 6.5cm with

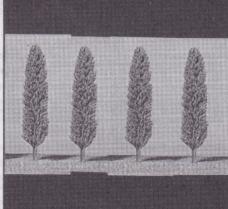
\$2.50 each unbased or \$54.00 for a box of 25 \$3.25 each based or (Trees are suitable for 15mm or 1/300th: DBM, Napoleonics, Epic Warhammer 40,000, BattleTech, Micro, etc.)



Poplar Tree Size 2

- Green Height - 6.5cm without base - Green Height - 7.5cm with base

\$2.95 each unbased \$65.00 for a box of 25 \$3.70 each based \$83.00 for a box of 25 (Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)



Poplar Tree Size 3

- Green Height- 12.5cm without base - Green Height- 14.5cm with

\$6.75 each unbased or \$117.00 for a box of 20 \$7.50 each based \$135.00 for a box of 20 (Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, Warzone, and 1/72<sup>nd</sup> or 1/76<sup>th</sup> scale, eg Panzerfaust.)



Size - 15.5cm long by 1.6cm high

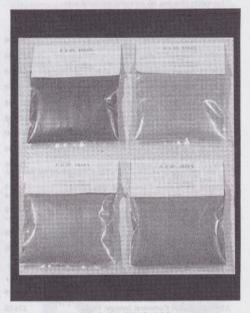
\$70.00 for a box of 20 \$3.95 each (Suitable for 15mm ancients, Napoleonic, fantasy etc, or as a small hedge for Warhammer Fantasy or 40K, WW2.)



Large Green Hedge

Size - 18cm long by 2cm high

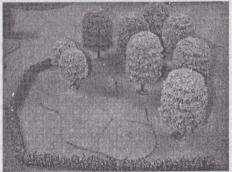
\$96.00 for a box of 20 (Suitable for all 25mm figure scales, eg, Warhammer Fantasy or 40K, World War Two, US Civil War, etc.)



#### K & M FLOCK

An excellent range of fine flock to put on the bases of your

K&MSCATTER1	Grass Green Flock	\$5.50
K&MSCATTER2	Grass Medium Green Flock	\$5.50
K&MSCATTER3	Light Olive Green Flock	\$5.50
	(This color is the closest to Citad	lel Flock)
K&MSCATTER4	Dark Olive Green Flock	\$5.50
K&MSCATTER7	Dark Green Flock	\$5.50
K&MSCATTER9	Dark Brown Flock	\$5.50
K&MSCATTER10	Mushroom Brown Flock	\$5.50
K&MSCATTER14	Golden Sand Flock	\$5.50



K&M Trees, hedges, and Geo-hex hill

# Scenery for Miniatures

### **COLOR CODE**

- New Item Now Available and in Stock
- New Item Not Yet Released

### Armorcast's Terraform

Armorcast are the company who brought us those magnificent resin ktis of Warhammer 40,000 titans and vehicles. We are not allowed to import those vehicles to Australia any more, but Armoreast have just released a magnificent rage of resin battlefield scenery for use with Warhammer 40,000, Warzone, Kryomek, and Legions of Death/Planetstorm. Check these out - they are fantastic!

#### **Armorcast 28mm Scale Vehicles**

ARM6011 Scorpion Tank with Gauss Cannon	\$75.00
7.5cm wide by 15cm long, this is a tracked tank in 40K scale.	
ARM6012 Hornet Self-Propelled Missile Launcher	\$75.00
7.5cm wide by 15cm long, this is a tracked tank in 40K scale.	
ARM6013 Wasp Self-Propelled Howitzer	\$75.00
7.5cm wide by 15cm long, this is a tracked tank in 40K scale.	

#### **Ruined Buildings**

ARM100 Brick Ruins Set	\$55.00
Contains 11 pieces of ruined brick corners in the one boxed set.	
ARM101 Ruined Buildings Set	\$125.00
Contains two complete ruined buildings. Contains around 8 of the below	sets.
ARM110 Ruined Building Corner with Single Door	\$13.50
Stands 62mm high, with one single door, 4 windows, 75mm x 80mm	
ARM111 Ruined Building Long Corner with Double Doo	r \$13.50
Stands 62mm high, with single door & double door, 3 windows, 40mm x	115mm
ARM112 Low Ruined Building Corners (2)	\$17.95
Two L shaped 40-50mm tall ruined building corners, one longer than the	
ARM113 Low Ruined Building Corners with shell holes(2	1 \$17 95
Similar to above, but pitted and scored with shell holes.	, 517.55
ARM115 Two Stories Ruined Building Corner, Roller Do	or\$15.95
Stands 88mm high, with single door, roller door, 6 windows, 85mm x 55m	nm
ARM116 Two Stories Ruined Building Long Corner	\$15.95
Stands 88mm high, with single door, 8 windows, 47mm x 102mm	
ARM117 Two Story Corner with Floor	\$21.50
Two story high corner of a building with windows at ground and first f	
with a floor for the first floor. 9cm high, 11cm wide.	
ARM118 Three Story Corner with Two Floors	\$35.95
Three story high corner of a building with windows at ground, first floor second floor level, with a floor for first and second levels. 12.5cm high.	level, and
ARM119 Four Story Corner with Three Floors	\$35.95
Four story high corner of a building with windows at all floor levels, w	ith a floor
for first, second and third levels. 17.5cm high.	
ARM121 T Section of Ruined Building with Door	\$14.50
A T section of ruined building with a door, about 6cm high.	
ARM122 Taller T Section of Ruined Building	\$14.50
A much taller T section of ruined building without a door. About 9cm tall	

#### **Ruined Cathedral**

ARM102 Ruined Cathedral Boxed Set	\$119.95
Contains the complete Ruined Cathedral, 17.5cm wide. 28cm long. Fa	ntastic!
ARM123 Ruined Cathedral Straight Wall A stunning ruined cathedral wall, about 9cm high.	\$26.95
ARM124 Ruined Cathedral Corner	\$26.95
A stunning ruined cathedral corner section, about 9cm high.	
ARM125 Ruined Cathedral Ends	\$16.50
ARM126 Cathedral Rubble I	\$16.50
ARM127 Cathedral Rubble II	\$12.95
ARM128 Ruined Cathedral Front Wall with Door	\$27.95
ARM129 Ruined Cathedral End Wall with Windows	\$27.95

#### Cathedral (Undamaged)

ARM800 Cathedral Boxed Set	\$225.00
Contains the complete Cathedral, 17.5cm wide, 27cm long, the roof which can be lifted off, stained glass windows. Look	21cm high. Includes
ARM880 Cathedral Straight Wall Section	\$37.00
ARM881 Cathedral Corner	\$37.00
ARM882 Cathedral Front Wall, Door, Rose Win	dows \$69.00
ARM883 Cathedral End Wall with Stained Glas	s Window \$69.00
ARM887 Ruined Gothic Walls (4) About 3cm his	th \$19.95

#### High-Tech Walls

ARM130 High Tech Walls Set 1 (2)	\$15.95
Two walls about 6cm tall, one 15em wide and one 10cm wide.	
ARM132 High Tech Walls Set 2 (2)	\$15.95
Two walls about 6cm tall, 12.5cm wide. Great for Necromunda.	
ARM133 High Tech Walls Set 3 (2)	\$15.95
Two walls about 6cm tall, 15cm & 10cm wide, covered with pipes, bolts	s, levers.
ARM134 High Tech Walls Set 4 (2)	\$15.95
Two walls about 6cm tall, each 12.5cm wide, covered with pipes, bolts,	levers.
ARM135 4" long 1" tall High Tech Walls (3)	\$10.95
Three 4" long 1" tall, high tech walls.	
ARM136 6" long 1" tall High Tech Walls (3)	\$13.50
Three 6" long, 1" tall high tech walls.	
ARM137 6" long 1" tall PipeWalls (3)	\$18.50
ARM138 PipeWalls Accessories (3) End Piece, Junctions	\$13.95
Stone Walls	
ARM140 10cm x 2cm Small-Rock Walls (3)	\$10.95
Walls 2cm tall, 10cm long, made of small rocks.	\$10.75
ARM142 10cm x 2.5cm Quarry-Stone Walls (3)	\$10.95
Walls 2.5cm tall, 10cm long, made of quarry stones.	010170
ARM146 10cm Straight Sandbag Walls (3)	\$10.95
Walls 2.5cm tall, 10cm long, straight, made of sandbags.	410,70
ARM148 10cm Curved Sandbag Walls (3)	\$10.95
Walls 2.5cm tall, 10cm long, curved, made of sandbags.	010.50
ARM160 15cm x 2cm Small-Rock Walls (3)	\$12.50
Walls 2cm tall, 15cm long, made of small rocks.	

ARM162 15cm x 2.5cm Quarry-Stone Walls (3) Walls 2.5cm tail, 15cm long, made of quarry stones.	\$12.50
ARM190 23cm x 2cm Small-Rock Walls (2) Walls 2cm tall, 23cm long, made of small rocks.	\$12.50
ARM192 23cm x 2.5cm Quarry-Stone Walls (2) Walls 2.5cm tall, 23cm long, made of quarry stones.	\$12.50
Science Fiction Terrain	
ARM210 Piles of Rubble A 25mm high pile of bricks, and 25mm high pile of scrap.	\$10.95
ARM212 Medium Rubble Piles #1 (2) Brick & timber rubble piles, 5.5" x 2.5" x 1.25" and 3" x 3" x 1".	\$24.95
ARM218 Large Pile of Junk 7.5cm tall pile of vehicle parts and other junk.	\$15.50
ARM220 Tri-Tank Fuel Cells Three round chemical storage tanks connected together, about 30s	\$9.50 mm high.
ARM222 Cryo Generator & Small Power Unit 37mm high Cryo Generator and 25mm high Small Power Unit.	\$10.95
ARM224 Cyro Tank, Fuel Processor, Oil Storage T.	
37mm high Cyro Tank, 30mm tall Fuel Proessor, 25mm tall Oil 5	Storage Tank.
ARM230 Large Tri-Tank Fuel Cells	\$15.95
Three large round chemical storage tanks connected together, abo	ut 50mm high.
ARM232 Large Cryo Generator One large Cryo Generator, about 60mm high.	\$13.50
ARM234 Large Fuel Processor (1) One large Fuel Processor, about 40mm high.	\$10.95
ARM236 Large Cryo Tanks (2) Two large spherical Cryo Tanks, about 60mm high.	\$13.50
ARM240 Power Grid (2) Two pieces of a Power Grid, one abot 20mm high, the other 45mm	\$11.95 n high.
Containers	

ARM310 Small Wooden Crates (9 crates)	\$10.95
ARM312 Medium Wooden Crates (6 crates)	\$10.95
ARM314 Medium Vertical Wooden Crates (4 crates)	\$10.95
ARM316 Medium Vertical Metal Crates (4 crates)	\$10.95
ARM320 Large Wooden Crates (4 crates)	\$13.50
ARM322 Large Metal Crates (4 crates)	\$13.50
ARM324 Large Vertical Wooden Crates (3 crates)	\$13.50
ARM326 Large Vertical Metal Crates (3 crates)	\$13.50
ARM340 Small Stack of Crates Set 1 (2 stacks)	\$11.95
ARM342 Small Stack of Crates Set 2 (2 stacks)	\$11.95
ARM343 Big Crate Stack 1, multi-level (1 stack)	\$17.95
ARM344 Big Crate Stack 2, multi-level (1 stack)	\$17.95
ARM345 Big Crate Stack 3, multi-level (1 stack)	\$17.95
ARM346 Big Crate Stack 4, , multi-level (1 stack)	\$17.95
ARM380 Barrels & Drums (7)	\$13.50
ARM382 Wooden Barrels (7)	\$13.50
ARM510 Mechanic's Tool Boxes (8)	\$11.95
Eight tool boxes, jerry cans, storage boxes, etc.	
ARM520 Double Check Valve	\$18.50
ARM521 Propane Tank	\$19.95
A long circular gas tank, 10cm x 3cm x 4cm.	
ARM530 Transformers	\$16.50
ARM550 Control Room Panels (3 pieces)	\$17.95
Three computer consoles, about 5cm high.  ARM551 Air Duct Vent (very large)	\$13.95
ARMS All Duct vent (very large)	313.93

#### **Rocks & Giant Crystals**

ARMAID Outcommisses of Circle Outcome Country See 1 (2)	£11.05
ARM410 Outcroppings of Giant Quartz Crystals Set 1 (2) Two outcroppings of huge crystals, about 4cm tall.	311.95
ARM412 Outcroppings of Giant Quartz Crystals Set 2 (2)	\$11.95
Two more outcroppings of huge crystals, about 4cm tall.	
ARM430 Outcroppings of Giant Fluorite Crystals (2)	\$11.95
Two outcroppings of giant fluorite crystals, about 2cm high, and different	widths.
ARM436 Outcroppings of Giant Pyrite Crystals Set 1 (2)	\$11.95
Two outcroppings of giant pyrite crystals, about 2cm high, and different w	idths.
ARM438 Outcroppings of Giant Pyrite Crystals Set 1 (2)	\$11.95
Two outcroppings of giant pyrite crystals, about 2-3cm high, and different	widths.
ARM442 Large & Small Sandstone	\$11.95
The large sandstone is about 9cm tall by 5cm wide, the other is about 2.5c	m high.
ARM443 Large Sandstone	\$12.50
ARM444 Slate Wall & Mesas	\$11.95
A large slate wall about 4cm high, and two groups of rocks, 2-3cm high. G	reat!

#### Rivers

ARM490 River Set (8 pieces) A river 120cm long, 9cm wide, with rocky, grassy, sandy banks.	\$77.95
ARM491 River Straight Pieces (2 pieces)	\$23.50
15cm and a 20cm long pieces of river, same as above.	\$23.50
ARM492 River Curved Pieces (2 pieces)	\$21.50
12.5cm and a 17.5cm long pieces of river, same as above.	321.30
ARM493 River Spring & Y Intersection	\$26.00
ARM496 River 4" Straight Section plus Curved Piece	\$37.00
ARM497 River Transition Pieces (2) 3" becomes 4"	\$28.00
ARMAN RIVER Transition Fleces (2) 3 Decomes 4	340.00
Alien Plants	
ARM600 Alien Plant Set	\$110.00
Contains seven alien plants, being one each of the below.	0110100
ARM611 Alien Small Pod Plant Cluster	\$10.95
A large patch of ground with 4cm tall rock and several large alien plants.	
ARM612 Small Alien Plant Pod Cluster	\$10.95
ARM614 Alien Medium Sized Pod Plant	\$17.50
One huge alien leafy pod plant, around 6cm high.	
ARM615 Large Pod Plant	\$30.00
ARM624 Alien Medium Sized Mantrap Plants	\$28.95
Two huge mantrap plants, one open, one closed, about 6cm tall.	
ARM625 Large Alien Mantrap Plant	\$28.00
ARM630 Alien Tree Stumps (4) From 5 - 8cm high.	\$23.50
ARM631 Alien Tree Stumps 2 (4) From 5 - 10cm high.	\$21.50
ARM670 Alien Spike Cactus	\$15.95
Large spiky alien cactus plant, around 7cm tall.	
Tree Stumps & Dead Trees	
ARM680 Dead Trees Assortment # 1 (2)	\$23.50
Two dead, shattered trees. One is 6" tall, the other 4.5" tall.	
ARM681 Dead Trees Assortment # 2 (2)	\$23.50
Two dead, shattered trees. Both are 5.25" tall.	
ARM690 Small/Medium Tree Stumps (5)	\$12.50
5 small and medium sized tree stumps, one hollow.	
ARM691 Giant Hollow Tree Stump (1)	\$12.50
A huge hollow tree stump - you can fit several 30mm figures inside.	

#### **Fortifications**

ARM460 Crater Set (3 pieces)	\$17.95
ARM710 Trench Starter Set	\$69.95
Has two weapons pits, two corners and a straight.	
ARM711 Tench Weapons Pit	\$24.50
The trenches are 20mm deep inside, and 25mm wide inside.	
ARM712 Straight & Corner Trenches (3)	\$35.95
Two corner trenches pieces and one straight trench piece.	
ARM713 T-Intersection Trenches (2)	\$21.50
Two T-Intersection Trench pieces.	
ARM714 Two Straight Trenches	\$28.00
ARM715 45° Trenches (2)	\$22.00
ARM718 Small Weapons Pits	\$24.00
ARM720 Sandbag Bunker	\$74.95
A huge two story sandbag bunker.	
ARM721 Sandbag Emplacement	\$26.95
Large Sandbag emplacement.	
ARM722 Large Concrete Bunker	\$90.00
ARM723 Iron-clad Bunker	\$62.95
Large iron-clad bunker with removeable roof. Roof holds 6 troops.	
featuring gunslits, holds 12 troops. 5" x 4" x 2.75".	
ARM729 Gothic Dragon's Teeth Anti-tank Obstacles (4)	\$34.95
Based on the WWII German design. Concrete anti-tank traps.	

#### Bridges, Statues, Obelisks, Tombs

	4.95
A large wooden bridge with railing, 21cm x 12.5cm wide.	
ARM810 Stone Bridge with Gargoyle Pillars \$8	4.95
A huge stone bridge with gargoyles on the four pillars.	
ARM815 Tech Bridge \$78	8.00
ARM820 Bridge of Skulls \$100	0.00
ARM850 Egyptian Stone Obelisk 6" Tall \$33	3.95
ARM851 Falcon (ie, Sci-Fi) Obelisk 5.5" Tall \$43	3.95
ARM852 Alien Pyramid Tomb 5" x 5" x 3" Tall. \$62	2.95
ARM860 Tall Skull Obelisk \$2	1.50
ARM861 Bone Obelisk \$22	2.00
ARM870 Bone Walls I \$20	0.00
ARM871 Bone Walls II \$20	0.00
ARM875 Skull Piles (2) \$22	2.00
ARM876 Small Skull Piles (3)	9.00
ARM890 Graveyard Mausoleums (2) \$20	5.95
Two stone mausoleums, one large, one medium sized. Both have doors & roov	es.
ARM891 Graveyard Headstones 8 pieces \$17	7.95
ARM892 Damaged Graveyard Headstones 8 pieces \$17	7.95

### Feudal Japan

ARM990 Clan War Samurai Walls with (	Gate \$125.00
Has an arched gate with separate doors, 2 x 10cm wa	lls, 6 x 15cm walls, obelisk.
ARM970 Japanese Footbridge	\$46.00
ARM971 Japanese Standing Arch (very to	all) \$37.00
ARM972 Japanese Stone Lanterns (3)	\$16.95
ARM973 Short Bamboo Walls (3) 15cm x	2.5cm \$17.95
ARM974 Tall Bamboo Walls (3) 15cm x 5	cm \$26.95
Medieval Cottag	700

Medieval Cottages	
ARM1210 Medieval Cottage 7.5cm wide x 7.5cm long	\$27.95
Removable roof with interior detail.	
ARM1211 Medieval Cottage 7.5cm wide x 11.5cm long	\$35.95
Removable roof with interior detail.	
ARM1212 Medieval Cottage 7.5cm wide x 15cm long	\$40.95
Removable roof with interior detail.	
ARM1215 Stone Cottage 7.5cm wide x 7.5cm long	\$29.95
Removable roof with interior detail.	
ARM1216 Stone Cottage 7.5cm wide x 11.5cm long	\$37.95
Removable roof with interior detail.	



(1215) Stone Cottage 3" x 3"

1/285<sup>th</sup> Scale Fortifications
ARM1911 Infantry Emplacements 1/285<sup>th</sup> Scale (4)
Each is 6.26cm wide, hexagonal in shape, sandbagged with rear ent
ARM1912 Vehicle Emplacements 1/285<sup>th</sup> Scale (5)
Two small, two medium, one large, sandbagged with open rears for \$21.50

#### **Dwarven Forge** Master Maze

DELUXE ROOM SET 6 wall pieces with torch holders, 6 unlit An interest with other holds of the torches, 6 lit torches, 6 corner wall pieces, 11 floor pieces, 2 swinging doors, secret door-wall, 50 bow tie connectors.

\$129.95

\$129.95

\$109.95 25 DIAGONAL WALLS SET To be used with the above, includes 25 diagonal wall pieces with 50 bow tie connectors. \$109.95 Curved Walls & Passages Set With 4 Curved Passages, 8 Curved Corners, and 30 Bow Tie Connectors. \$109.95 SHORT PASSAGES SET Has 14 short straight passage pieces, 1 dead end short passage, 30 bow tie connectors. \$109.95 OCTAGONAL ROOM SET To be used with the above, includes 29 Corners that make up an octagonal room, 2 swinging doors, and 50 bow tie connectors. OGRE'S DEN Has one finely detailed all-purpose monster's lair – very cute! Also a swinging door, raisable portcullis, treasure. \$109.95

RAISABLE PORTCULLIS A small stone archway with a small RAISABLE PORTCULLIS A small stone archway with a small raisable portcullis – very cute!

RED PILLARS A set of 8 red pillars, each 40mm high.

SWINGING DOOR Swinging wooden door.

\$18.00

WICKED ADDITIONS SET Has 2 Curved Passage Pieces, 4 Curved Corner Room Pieces, 2 Large Rectangular Floor Tiles, 2 sets

### Scenery for Miniatures - 47

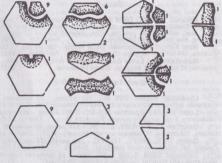
of Upper and Lower Stairs, 4 Red Pillars, 1 Long Straight Passageway, 1 Demon Archway, 1 Raisable Portcullis, etc. \$149.95 WICKED ADDITIONS SET II 1 Mermaid Fountain, 2 spiral stairs, 4 pedestals, dead-end short passage, secret door, 2 x stairs down, 4 long wall pieces, 2 large square floor pieces, 40 connectors. \$149.95

Geo-Hex

The world is not flat, but your games tabletop is, and that's why you need the revoluationary, patented, landscape system from Geo-Hex. Unlike boring rectangles and one-off hills that limit you, Geo-Hex is comprised of seven shapes engineered to let you simulate any portion of the earth's surface. All pieces are finished and ready to use, you simply arrange them into pleasing landscapes. We do carry stocks of most of the range, but please allow two to three weeks delivery from your order date if any item is not in stock. But rest assured, we import this product by air direct from the USA.



GH100 The GameScape (no hexes) Green Set	\$200.00
GH200 The GameScape (no hexes) Desert Set	\$200.00
GH300 The BattleScape (hexes) Green Set	\$245.00
GH400 The BattleScape (hexes) Desert Set	\$245.00
A really good set that includes 58 pieces, including 9 full	hexagon
nieces and a total of 22 different types of gentle hill nieces al	



The pieces you get in GH100 GH105 Worldpac GameScape (no hexes) Green Set GH205 Worldpac GameScape (no hexes) Desert Set GH305 Worldpac BattleScape (hexes) Green Set GH405 Worldpac BattleScape (hexes) Desert Set \$210.00 Includes 41 flocked hexagonal and part-hexagonal landscape shapes

Includes 41 flocked nexagonal and part-exagonal landscape snapes that make hills with smooth contoured sides, the full hexagonal tiles being 30cm from edge to edge, a matching 120cm x 180cm GameScape Flocked Green Mat, and scenic cloth for a stream and forest, and a bag of matching lichen. Includes 24 cornerlots to help lock the landscape pieces together. I bought one of these myself, and it is absoluately stunning. A great investment.

GH110 Hill Set GameScape (no hexes) Green \$105.00 GH210 Hill Set GameScape (no hexes) Desert \$105.00 Adds 25 flocked hexagonal and part-hexagonal landscape shapes with smooth-sloped contours, identical to those found in the Worldpac sets. GH120 Rough Hill Set GameScape (no hexes) Green

GH220 Rough Hill Set GameScape (no hexes) Desert \$105.00
Adds 25 flocked hexagonal and part-hexagonal landscape shapes with sheer cliff faces, letting you add steep hills and impassable terrain to your Worldpac sets. I bought one of these too.

GH140 Rough Terrain Set GameScape (no hexes) Green \$185.00 GH240 Rough Terrain Set GameScape (no hexes) Desert \$185.00 Adds 46 pieces being hill sheer edge pieces and hill transitional

GH170 Moutainscape Set GameScape (no hexes) Green S130.00 GH270 Moutainscape Set GameScape (no hexes) Desert S130.00 Each shape has a rugged, hand crafted face that is three times the height of other Geo-Hex pieces. Can make up complete mountains or mountains to put at the edge or corner of the table. 23 pieces.

GH180 Moutainscape Expander Set GameScape Green
GH280 Moutainscape Expander Set GameScape Desert
As above, but adds three new shapes, two transition shapes, and a full hexagon piece. 13 pieces

GH1301 Expander Set GameScape Green 1" Roads
GH1302 Expander Set GameScape Green 2" Roads
GH2301 Expander Set GameScape Desert 1" Roads
GH2302 Expander Set GameScape Desert 2" Roads
GH2302 Expander Set GameScape Desert 2" Roads
Adds roads to the set. With 35 pieces that cover over 23 square feet,
23 pieces being reversible hexes with plain green on the back and roads on the face. The contour shapes have roads up the face.

GH1501 Sunken Road Set GameScape Green 1" Roads
GH1502 Sunken Road Set GameScape Green 2" Roads
GH2501 Sunken Road Set GameScape Desert 1" Roads
GH2502 Sunken Road Set GameScape Desert 2" Roads
GH2502 Sunken Road Set GameScape Desert 2" Roads
Create sunken roadways, hillside defiles, roadcuts, canals, etc. Allows
sunken crossroads and intersections and provides transition pieces and
ramps to allow your road to pop out of the side of a hill or rise up to
level. 44 pieces including 3 sheets of road cloth.

GH1601 Master Terrain Set GameScape Green 1" Roads \$560.00 GH1602 Master Terrain Set GameScape Green 2" Roads \$560.00 GH2601 Master Terrain Set GameScape Desert 1" Roads \$560.00 GH2602 Master Terrain Set GameScape Desert 2" Roads \$560.00 Over 64 square feet of tabletop lanscape. This system can bury a ping pong table with pieces to spare. 135 pieces, including 44 reversible hexes and half hexes, contour shapes, and cornorlocks.

PSL12 Sloped Pack (2 gentle hill corners, 2 longs)
PTN12 Transition Pack (4 sheer hill transition pieces) \$17.00

GEOHEX TERRAIN CLOTHS	
GSMAT-G Green flocked 120x180cm terrain cloth.	\$60.00
I bought one of these, ironed out the creases as per the instri	actions,
and the mat is absolutately stunning - and the flock does not co	me off.
GSMAT-GX Green, hexgrid flocked 120x180cm terrain cloth.	\$75.00
GSMAT-D Desert flocked 120x180cm terrain cloth.	\$60.00
GSMAT-DX Desert, hexgrid flocked 120x180cm terrain cloth.	\$75.00
GSMAT-S Blue seascape 120x180cm terrain cloth.	\$55.00
GSMAT-SX Blue, hexgrid seascape 120x180cm terrain cloth.	\$65.00
GSMAT-O Colorful Starscape 120x180cm terrain cloth.	\$55.00
GSMAT-OX Colorful Starscape, hexgrid 120x180cm cloth.	\$65.00
GSMAT-IC Silent Death Next Millennium Starmap (hexes)	\$60.00

#### GEOHEX FLOCK AND PAINT

GHF49	Geo-Hex Green Flock (1 pint)	\$8.00
	Geo-Hex Desert Flock (1 pint)	\$8.00
cloth. W	e flock that they use on their green or desert hil hich means you can flock your miniatures w that your miniatures' bases will blend into Use with the below paint.	ith the same
GEOHH The same	IUES4141 Geo-Hex Green Paint 4 ozUES4142 Geo-Hex Desert Paint 4 oz. e color that Geo-Hex undercoat their scenery vh about 50% PVA glue and then paint onto nediately prior to flocking them with the above	your figures'

#### Miniature World Maker

This is a new locally produced range of rubber scenery. The scenery comes flocked and completely painted. All you have to do is open the bag and use it! Please note, however, that the rubber is quite thin and not as durable as the Adventurous Spirit Range.

Please allow up to 2 weeks for delivery, as these items are made to order.

#### Scenery Suitable for 15mm & 20mm Figures

MWMRDT1 Dirt Road Pack \$43.00
6 Straight sections, 49cm ea, 3 Curved sections, 56cm ea, 2 T-Junctions, Y-Junction, Crossroads.
MWMRIV1 River Pack \$43.00
4 Straight sections, 51cm ea, 2 Curved sections, 30cm ea, 2 S-Bends, 2 Y-Junctions, 2 Fords.
MWMC1 Medieval Village Scene
Large stone house, small house with walled surround, pig-sty, wicker
fence, bee hives, etc. 29cm x 29cm
MWMC1a Small Medieval Village Scene
Smaller version of C1. 24cm x 18cm
MWMC2 Celtic Village Scene
Celtic village on a hill, within a wooden stockade. 29cm x 29cm.
MWMC3 Large Field of Vegetables & Vines
Cottage plus walled fields with vegetables and vines. 29cm x 58cm.
MWMC4 Vine Covered Field
Field covered in neat rows of vines, 22cm x 19cm.
MWMC7 Flat Grassy Field \$11.50

Stone walls along three sides, rocks on the fourth. 25cm x 18cr	n
MCMC8 Walled Field	\$14.00
	A STATE OF THE PARTY OF THE PAR
Has cornfield & ploughed section. Walls on three sides, hedge	on the
fourth, 24cm x 21cm.	
MWMC9 Rectangular strip of Fields	.\$20.00
Cornfield, ploughed field, vegetable fields, vineyard, small ord on one 52cm x 24cm base. Fields can be cut apart if desired.	had, all
MWMC10 Graveyard	\$10.00
Walls on two sides, hedges on the other two.15cm x 11cm.	
MWMC14 Marshland	.\$14.00
Marsh with rocks and reeds. 25cm x 21cm.	
MWMC15 Gorge	.\$25.00
2 large rocks, road section, river section. Two x 25cm x 13cm :	x 7cm.
MWMC17 Haystacks	.\$12.50
Two rectangular fields of wheat, three haystacks, 6 wheatsheav	es.
MWMC18 Water Village	.\$25.00
3 houses, 2 storage cones, canoe, wooden dec. 27cm x 23cm.	
MWMC19 Ancient Temple	\$12.00
T 1 14 11 - 26 26	

VI W MCIS GOI ge	20.00
2 large rocks, road section, river section. Two x 25cm x 13cm x	
	12.50
Two rectangular fields of wheat, three haystacks, 6 wheatsheaves	
MWMC18 Water Village	25.00
3 houses, 2 storage cones, canoe, wooden dec. 27cm x 23cm.	
MWMC19 Ancient Temple	12.00
Temple with supporting pillars, 7.5cm x 7.5cm.	
MWMC20 Early European House	15.00
2 storey European House with enclosed courtyard 17cm x 10cm.	
MWMC21 DBA Base	\$6.50
Ancient wicker house in farm setting. 10cm x 10cm.	
MWMC22 DBA Base	\$6.50
Ancient wicker house, small palisade wall on 2 sides. 12cm x 10cm	cm.
MWMC23 Pack of Two Fields	10.00
Walled ploughed field with rocky terrain, and ploughed veg- field. 15cm x 14cm and 15cm x 15cm.	etable
MWMC24 House with Barn	15.00
Wooden slatted house with barn attached.	
MWMC25 Wooden House	12.50
Wooden slatted house.	
MWMC26 Wooden Barn	10.00
Large wooden slatted barn.	

### Ploughed field with stone walls, road lined with rocks. 25cm x 21cm. Scenery Suitable for 25mm & 30mm Figures

\$12.50

MWMC30 Rocky Outcrop

MWMWDT1 Wide Dirt Road Pack
4 Straight sections, 30cm ea, 2 Curved sections, 18cm ea, the road
being 12.5cm wide.
MWMWR1 Wide River Pack
4 Straight sections, 37cm ea, 2 Curved sections, 23cm; 12.5cm wide.
MWMF1 Trenches \$22.50
Four straight trenches, 22cm x 3cm, 25mm scale.
MWMF2 Trenches \$14.00
T-section, curved section, end section. 25mm scale.
MWMF3 Field Works S15.0
Palisades with earth hank Fight pieces 15mm scale

MWMF4 Gun Emplacement	\$10.00
Concrete heavy gun emplacement, 15mm-20mm scale.	
MWMF4A Fox Holes & Machine Gun Nests	\$12.50
Pack of eight concrete fox holes and machine gun nests. 15m	m scale.
MWMF5 Concrete Bunker 15mm-20mm scale	\$10.00
MWMF8 Sandbag Gun Emplacement	\$10.00
Gun emplacement made of sandbags, 15cm x 10cm. 15mm s	cale.
MWMSP1 Rock Pack	\$12.50
Eight rock sections of various sizes.	
MWMSP2 Small Crater Pack	\$12.50
Eight small craters	
MWMSP3 Large Crater Pack	\$12.50
Three large craters.	
MWMSP4 Rocky Terrain Pack	\$12.50
Four large patches of rocky ground, 15cmx9cm, 19cmx17cm	

### Sci-Fi Supply

Sci-Fi Supply make six types of magnificent walls out of durable vacuum-formed styrene plastic, which easily cut into smaller lengths. (Each pack has 25 feet! of walls.) These are perfect for enhancing games of Space Hulk, role playing in dungeons, but mostly just great for making indoor arenas in which to fight for Warhammer 40,000 or Fantasy. They also make a range of easy to assemble buildings.

SCI0103 Alien Giegeresque Walls & Rooms

S25.00

Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, very similar to the one in the movie ALIENS, which was designed by Gieger. For corridors and rooms, including doorways, etc. SCI0104 Alien Lovecraftian Walls & Rooms

S25.00

Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, based on the Lovecraftian Mythos. For corridors and rooms, including doorways, etc.

SCI1101 BattleField Craters ters of all sizes Perfect for Warhammer 40,000 Several sheets of 3-baucierie cumar of BattleTech or Space Marine etc. the CIT102 Ruined Building with Rubble A detailed, partially destroyed and rubble strewn building. Has a large square area of rubble, with damaged walls on two sides. For 25mm or Epic scales, fantasy or SCI1103 Pyrotechtonics Building

SCI2201 Sci-Fi Tower
A sci-fi tower suitable mostly for Warhammer 40,000, etc.
SCI2203 Downtown High-Rise
S36.9
A sci-fi downtown high-rise building suitable mostly for Warhammer 40,000, etc.

SCI2302 Fortified Wall (Part of Fortress Generica) A fortress wall suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress. SCI2303 Fortified Tower (Part of Fortress Generica) \$12.50 A fortress tower suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

### **Twenty First Century Games**

This is an Italian company who make top quality thick-card science fiction and fantasy/western buildings, the perfect size for use with Warhammer 40,000, Necromunda, Warzone, even BattleTech or Warhammer 40,000 Epic. The western/fantasy titles are perfect for Warhammer Fantasy, Fantasy Warriors, Deadlands, even roleplaying

Note new lower prices, but stocks are limited 21C1.1 Black Moon Base
A large sci-fi base, "Y shaped, 70cm long and 60cm wide, 10.5cm high. Also with barricades. Can be combined with the Iron Cloud Base to make a huge starport.
21C1.2 Iron Cloud Base
S35.00
A large sci-fi base, triangular shaped, 50cm long, 50cm wide, and 50cm highl Perfect for Necromunda. Can be combined with the Iron Cloud Base to make a

mage sauport.

21C3.0 The Mine

\$40.00
A luge mining operation complex, including an entry gatehouse, two elevator towers, large platforms, and base. 88cm long, 41cm wide, sections vary from 10cm to 33cm high. to 35cm high.

\$22.50
\$Ci-fi barricades, which can also be three city walls, 45cm long, 80cm wide, and 7cm - 13cm high. Each wall has ramparts on both sides. There are four small towers and a small gatebouse. Could be used as the outer walls of a water

purification camp.

21C6.0 Missile Base

21C6.0 Missile Base
21C6.0 Missile Base
This is the one I made. Has two missile silos, two missile launching racks, and a bunker, all joined by gangways and gantries. 50 long, 78cm wide, 9cm high.
21C7.0 Control Tower
S45.00
A tall sci-if starport control tower, 62cm tall and 18cm wide. Has an external staircase which winds around the whole tower.
21C10.0 Data Elaboration Centre
A multistory hexagonal building with two external elevator cars. Building is 18cm x 33cm, and 36cm highl
21C11.0 Detention Camp
A large detention centre with eight cells and detachable roof, and large surrounding prison walls. 37cm by 37cm by 8cm tall.
21C12.0 Elevated Monorailway
Elevated monorailway system with two tracks, raised on 7 pylons, with 2 stations and exit stairwells. 2.15 meters long 1 12cm high. Can be assembled as a square.
21C13.0 Relay Station
A large hexagonal relay station, with six outer towers, one central tower, raised antena array, and joining catwalks. 49cm x 45cm and 22cm high.

21C2.0 Graveyard

Can be used as Wild West, Fantasy, or colonial science fiction. It includes four walls in a state of disrepair, that surround the entire graveyard, two gatehouses, and around 15 graves, all broken open.

21C5.1 The Inn (Ground Floor)

Can be used as Wild West, Fantasy, or colonial science fiction. It can be used as the ground floor of a 3 story inn, or as a complete one story inn. It contains an optional roof, and has a complete interior, 26cm wide, 31cm long, 14cm high.

21C5.2 The Inn (First Floor)

S24.00

Can be used as Wild West, Fantasy, or colonial science fiction. It can be used as the first floor of a 3 story inn, or as a complete one story inn. It contains an optional roof, and has a complete interior, 26cm wide, 26cm long, 15cm high.

21C5.4 The Stable

S24.00

S24.00

S24.00

optional roof, and has a comprete interior. 21C5.4 The Stable
21C5.4 The Stable
Can be used as Wild West, Fantasy, or colonial science fiction. It can be use itself or as an add-on to the inn. 26cm wide, 21cm long, 15cm high.
21C14.1 Ziggurat — Aztec Temple
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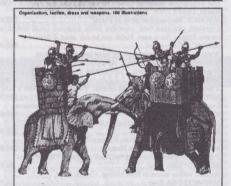
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#### by Duncan Head

Drawings by lan Heath

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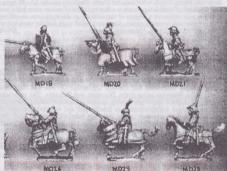
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MUSGD01 MUSGD03 MUSGD03 MUSGD04 MUSGD06 MUSGD06 MUSGD09 MUSGD09 MUSGD11 MUSGD11 MUSGD12	Thracian with shield, sica, bare head, greaves (1). Vilite with shield, javelin, bare head (1). Samnite with shield, sword, bare head (1). Samnite with shield, sword, helmet, armored right arm (1). Secutor with shield, sword, helmet, armored right arm (1). Late Thracian with shield, sica, helmet, greaves (1). Provocator with shield, sica, helmet, plate right arm (1). Provocator with shield, sword, helmet, armored right arm (1). Wyrmillo with shield, sword, helmet, armored right arm (1). Climachaenus with two swords, both arms in plate (1). Betting the sword of the swords with arms of the swords of the swords with swords with a swords with a sword	\$0,60 \$0,60 \$0,60 \$0,60 \$0,60 \$0,60 \$0,60 \$0,60 \$0,60 \$0,60 \$0,60 \$0,60 \$0,60 \$0,60
MUSNI01	True 15mm metal miniatures available separately  Light Infantry Archer (1)	\$0.60
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	AD	ANCIE	NITC

#### AR ANCIENTS

The best ancients figures I've seen, by far, but around 19mm tall.

Ancient Greeks

Front Bank Hoplita (1) 2 types

ABGRI	Front Rank Hoplite (1) 2 types	
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### **Atlantic Ancients**

HO Scale Soft plastic Ancient Figures, about 24mm tall

FXALT1 Ancient Egyptian Infantry (62 HO Scale figures)
Contains Axemen, Clubmen, Swordsmen, Spearmen, Archers, Guards, Negros,
FXALT2 Ancient Egyptian Chariots (6 HO Scale Chariots)
Contains 6 2-Horse Chariots, each with 2 crew. Horses have cloth armor.
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Contains one armored archer type, and 7 types of Hoplites, scale or bronze cuirass.
Suitable for Trojan War, Early & Later Hoplite Greek.
FXALT6 Ancient Greek Cavalry (2 HO Scale Chariots, 8 Cavalry) \$17.00
Contains 2 Trojan War chariots, and 8 Greek Cavalry.

### HaT Ancient & Medieval Figures

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FXHaT8018	Roman Light Infantry: Hastati & Velites	\$12.00
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#### **Eureka Miniatures Catalog**

Eureka Miniatures are currently putting together a brand new catalog, as the last one was produced in 1997. The new catalog will include all off their recent additions plus all their other stock lines. As you may or may not know, Museum, Irregular, AB, and Full Thrust miniatures are all cast here in Melbourne under licence by Eureka Miniatures Eureka Miniatures also produce a magnificent half an inch thick catalog, which contains hundreds and hundreds of black and white photographs of almost all the massive range listed in the catalog. We are proud to announce that we are now offering the entire Eureka Miniatures range. Simply buy this catalog, have a look at the photos, and order the codes from us as per usual, pay for the titles according to the price code at the begining of the catalog, and we will send the items to you. Please note that most items ordered from the Eureka Miniatures catalog may take one week for delivery (or longer if it is a really big order. All Eureka orders are cast-up specially for us, and normally delivered to us on the following Monday.) Please also note that when ordering '100 piece armies' etc from this catalog, that a horse and rider counts as two pieces, even if moulded in one piece.

Eureka Miniatures catalog Due July 00

Eureka Miniatures Catalog Due July'00

Eureka Miniatures AB Catalog
The first part of Eureka's new miniatures catalog to be ready is their AB range, which is around 30 pages long, with B&W photos of the figures.

### **BATTLE HONORS**

These are the best Polybian/Camillan/Republican 15mm Romans I have seen. I took one look at the figures, and immediately hunted down the supplier in England, bought myself the army, and decided to run the figures in this catalog too. All the shields are separate, as are most of the pilum and spears. Slick the shields at slightly different angles, and the figures look allive. (Minimum order is ten packs. Allow three weeks for delivery.)

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ROI	Velite with separate shield & javelin (8)	\$5.95
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RO3	Hastati/Poor Princeps, throwing pilum, square armor plate (8)	\$5.95
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	Carthaginian	
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CGCI	Poeni Čarthaginian Čavalry (3)	\$5.95	
CGC2	Libyan Cavalry (3)	\$5.95	
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GR 10	Thessalian Javelinmen (4 with shield 4 with no shield)	\$5.95	

### **Tactica**

QUA Tactica Ancient Rulebook A set of ancient rules using the Tactica system, by Arty Confliffe. Includes army lists of the more common beligerants, heaps of great color photos. \$27.00 QUA Tactica Medieval Rulebook A set of medieval rules using the Tactica system, by Arty Confliffe and Ed Regendahl. Includes 27 army lists. siege rules, campaign rules, scenarios, tournament rules. \$30.00

### Revenge

EHQ Revenge Miniatures rules for the Age of Chivalry, 500 AD – 1500 AD. These are easy to learn rules specifically written for warfare in the Middle Ages. Actually contains three sets of rules. Deux Full is a set of rules that gives you the same tactical problems faced by Charlemagne and Henry V. Into the Breach lets you storm a castle as did Richard the Lionheart, or hold the walls as a resolute and brave knight: Nuys, a set of naval rules. Crusade against the Saracens or Turks, face the Mongol hordes, and carve out a lordship for yourself.

## Renaissance

D.B.R.

WRG DBR Wargames Rules for Renaissance Battles The DBM nales converted at last to the Renaissance period, covering the period 1494-1700 AD. These are the simplest set of Renaissance rules available, while retaining the full feel and generalship of 16th & 17th century battle. No order writing of record keeping is necessary. Troops are defined according to their battlefield function. Some troops classes are the same as DBM, with some dropped, some changed, and others added. The rules recreate an era of cumbersome and slow formations. Troop types include Lancers, Pistoliers, Sipahis, Light Horse, Camelry, Dragoons, Pikes, Shooters, Blades, Bows, Warband, Hordes, Artillory, etc. The game is extremely fast moving, \$17.00 DBR. ARMY LISTS BOOK 1 Covers the Great Italian Wars; the Valois-Hapsburg-Tudor Wars; Armies of the Turkish Wars; Armies of the Reformation.

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EHQ Warfare in the Age of Discovery Miniatures rules for the Renaissance 1470 – 1680 AD. A set of intermediate level rules with extensive ammy lists covering the major armies of Europe covering the Italian Wars through to the Religious Wars. Also how to create scenarios and generate terrain. A mapless campaign system links battles together. Also army lists for 30 Years War, English Civil War, etc. \$33.00

### **Napoleonic Period** Chef De Bataillon

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A rules system that portrays tactical warfare in the Napoleonic period. With a fast moving pace, the rules make battles advance quickly to reach the crisis point - sometimes too rapidly for a complex plan. The rules fill a missing component in the entire spectrum of Napoleonic miniatures gaming - you have been able to fight major battles and even entire campaigns, but now you can re-fight regimental and brigade actions that occured within the large battles in a manner preivously unavailable. The rules vividly bring into life the capabilities of troops and weapons and the effects of terrain in a new and innovative way. With 196 page rulebook, 65 pages of charts & data, 2 counter sheets, etc.

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By The Emporer's Headquarters. The comprehensive, illustrated EMPIRE rulebook carefully describes the proven Telescoping Time concept which allows you to accurately simulate a Napoleonic battle in the most time-efficient manner yet possible. You are cast in the role of a real corps or army commander, allowing you to synthesize grand-tactical decision-making with consideration of tactics. Detailed leader ratings allow personalities to function on the miniatures table like they did in real life. With detailed appendices that describe troop and leader ratings, morale, frepower, changing combat performance by campaign year, etc.

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Tired of having to adopt boardgames as rules for your miniatures campaigns? Not any longer! Now the Empire Campaign System brings you a Napoloenic campaign system designed exclusively with the miniatures wargamer in mind. The maneuvers into battle and pursuit thereafter all neatly tie together. With a large color map of Saxony, reduced scale game maps, campaign charts, rules, \$20 counters, etc.

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EUR 15 MEN The Pirate Skirmish Rules
Designed for Hollywood style action and quick exciting games of piracy on
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	Pirate 'laying gun'	
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Pirates are supplied on slot style bases inscribed with wooden planks. Grass inscribed bases can be supplied instead if requested.

\*\*Pirates so marked have one or two open hands, so that you can add a random weapon to their hand, to make greater variety.

#### Pirate Ship & Accessories

For the exaggerat

### Fire and Steel

WRG FIRE AND STEEL

Skirmish wargames rules for the period 1700 - 1900. The rules were written to provide a fast moving game. lasting from one to two hours. For two or more players, each with up to 8 figures. Gives troop specifications for Seven Years War and Napoleonic battles, Indian Mutiny against Colonial English, the American Civil War, Sudan Campaigns, American Indians, etc. \$13.50

### Flint & Steel

COA FLINT & STEEL 1740 - 1789 RULES
Brand new rules from Clash of Arms, being miniatures rules for the
American Revolution and the Age of Reason. Suitable for 5mm, 10mm,
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ratings and details for almost 700 individual American, British, German,
French and Indian units from the American Revolution, as well as ratings on
over 500 different types of units for 26 different armies between 1740-89
Performance data on over 50 kinds of artillery.

\$40.00

### From Valmy to Waterloo

A game in which the grand tactical level are defined but remain separate in play. On the grand tactical level the gamer must determine the overall objectives for the army, and on the tactical level, the player must then attempt to achieve these objectives with the figures he commands on the tabletop. As these rules reflect history, the gamer must learn the basics of tactical combat. The great advantage is that the rules will also, as you play them, teach you these historical tactics. Includes a 96 page rulebook (not too complicated!), 4 scenarios, cheat sheet book, 210 counters, 20 unit cards, templates.

cards, templates. \$50.00
Battles of the French Revolutionary & Napoleonic Wars Vol
I Has 11 diverse scenarios ranging from 1797 to 1814, each with
its own map, thoroughly researched Order of Battle, chain of
command, victory conditions, and historical commentary. \$30.00

### In the Name of Glory

DM In the Name of Glory Napoleonic Rules
Grand tactical rules that are based on overall command & control and troop
morale rather than the details of combat effecting individual troops. Smallest
tactical unit is a Brigade of Infantry (consisting of a minimum of 4
elements). No re-basing of figures required. 30 pages. \$25,00

### Napoleon's Battles

AVA NAPOLEONS BATTLES
Rules for grand tactical brigade-regimental warfare from 1792 to 1815.
Includes unique mechanics that stress Command-Control & player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turm = 30 minutes, one inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DYO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 troop types, all nationalities, and 800 leaders are rated for their abilities. Counters are included for those without miniatures. By Avalon Hill.

\$45.00

#### Off to War

DM Off to War Napoleonic Rules
Each figure represents 20 foot or mounted, or 6 artillery. No re-basing necessary. Rules cover visibility, unit reaction-time tests, formations, interpenetration (skirmishers), detailed orders & changing orders, list of historical commanders & their C3 factor, various tables, etc. \$26.00

### Principles of War

POW Napoleonic Principles of War
Miniatures wargames rules for conflicts between 1792 and 1815. These rules
feature a simple mechanism that emphasises command and control. For any
scale, from form to 25mm. There is no casualty removal. 1 inch = 100 yards for
form and 15mm, 1 inch = 50 yards for 25mm. There are usually 12 - 18 turns a
day. One unit of models represents one for regiment of two or more battalions,
a cavalry unit represents a brigade of two or three cavalry regiments, an artillery
battery represents several batteries. Also has detailed army lists for most nations
involved. Caters to 25mm, 15mm or 6-10mm...
\$30.00

### Shako

OUA SHAKO

By Arty Conliffe, who brought us Spearhead and Tactica. These are multilevel Napoleonic rules that allow you to fight mid-sized Napoleonic battles
using infantry Battalions and Cavalty regiments. Or you can fight epic
clashes like Waterloo using entire Divisions and Brigades. The command
system emphasizes player generalship and rewards good planning. All major
tactical doctrines are represented, so armies look and maneuver as they did
historically. 20 Napoleonic army lists are supplied. Playable with any
Basing System. Also includes Seven Years War with 9 army lists. \$35.00
Fields of Glory 18 scenarios, including Spanish against French in 1808,
Wellesley in 1808, Raab 1809, Austrians against Polish in 1809, the Russian
Guard at Austerlitz, Plancenoit in Waterloo, Wavre 1815, etc. \$28.00

### They Died for Glory

QUA THEY DIED FOR GLORY
The Franco-Prussian War, 1870-71. This war ushered in a new era in warfare. Breachloading guns replaced outdated muzzle loading rifles. Breachloading Krupp artillery and the French machinegun made their appearances. Mass cavalry charges and assaults by columns of infantry resulted in huge casualties. Easy to learn and play, written especially for 15mm, players can build a division, corps or army. Eleven scenarios. \$28.00

#### Warfare in the Age of Reason

EMP WARFARE IN THE AGE OF REASON 2nd Ed By The Emporer's Headquarters, an easy to learn set of miniatures rules for the 18th Century. Tactical, campaign and siege sections can be used together or separately to let you refight battles from Marlborough to George Washington. The tactical rules use simple but in-depth mechanics to portray the fighting styles of the period. The elegant Campaign system is designed to keep book keeping chores to a minimum while allowing players to exercise grand strategy. With army lists for the campaigns of Marlborough, the Great Northern War, the Wars of Frederick the Great, the French and Indian War, the Jacobite Rebellions, and the American Revolution. Has 119 tactical maps and a campaign map of Europe, India, and American Colonies. This is the all new 2nd Edition.

Campaigns and Battles from the Age of Reason Seven scenarios plus how to create your own. 100 new tactical maps, army lists for Spain in Europe and the Americas, Prussia and Austria in 1737, etc.

\$28.00 EMP WARFARE IN THE AGE OF REASON 2nd Ed

## 15mm Buccaneers Each figure has up to 6 variations

### AB 15mm Napoleonics

AB offer the very finest in 15mm Napoleonic. Beautifully sculpted and detailed, each type comes in a number of variations. The number of variations on each code varies from type to type, and can range from 1 to 10 variations. When you order you will be supplied with a random selection of variations within that figure type.

If you want to see a complete list of all AB Napoleonic figures, please buy the Eureka Catalog, which has B&W photos of all the figures. \$16.00

### Napoleonic HaT Figures

FXHaT7013	Arabs	\$11.50
	French Foreign Legion	\$11.50
FXHaT7006	Prussian Landwehr infantry (45 pieces - soft plastic)	\$11.50
	Waterloo French Infantry Feh	\$11.50
FXHaT7009	Waterloo British Infantry Feb	\$11.50
FXHaT8001	French Marmalukes (12 cavalry)	\$11.50
FXHaT8002	Prussian Dragoons (12 cavalry)	\$11.50
FXHaT8005	Prussian Uhlans (12 cavalry)	\$11.50
FXHaT8006	Russian Cossacks (12 cavalry)	\$11.50

FXHaT8007	Prussian Artillery (48 pieces)	\$11.50
FXHaT8008	Brunswick Avante Guard infantry (45 pieces)	\$11.50
	French Dragoons (12 cavalry)	
FXHaT8010	Russian Artillery (48 pieces)	\$11.50
FXHaT8011	French Light Lancers (12 cavalry)	\$11.50
FXHaT8012	Russian Dragoons (12 cavalry)	
	French Imperial Horse Grenadiers	\$11.50
FXHaT8014	King's German Legion Cavalry	\$11.50
FXHaT8015	Austrian Cuirassiers	\$11.50
FXHaT8016	Russian Cuirassiers.	\$11.50
FXHaT8029	Nanoleon French Chasseurs	\$12.00

#### **Tabletop Complete Armies**

Napoleonic Army Starter Set \$79,95 Warfare in the Age of Reason Rules, and over 100 15mm French & British excellent AB figures, incl. infantry, cavalry, artillery. Note that cavalry count as two figures, artillery count as several pieces.

## 19th Century

### **Battles for Empire**

WAR Battles for Empire 1870 - 1902
Assisted by Arty Conliffe. A complete rules system for recreating the battles of British imperial conquest in miniature. Players command units of British regulars and trained colonial recruits, for fight against these invaders with Dervishes, Zulus, Pathans or Boers. No re-basing of figures required. Company sized units, integrated movement and morale system makes ambitious plans difficult to co-ordinate when under fire. \$35.00

### **Brother Against Brother**

HGW Brother Against Brother
American Civil War small action rules, also including optional rules for the
French and Indian War. These skirmish rules are for resolving actions
between company or smaller sized units. Rules for weapons and
artillery
have been kept basic. Has 19 cards and a few counters.

\$29.00

### Fire & Fury

QUA FIRE & FURY
An innovative game system using miniature armies to recreate battles of the American Civil War. The game emphasizes playability without sacrificing historical accuracy. The rules offer everything you look for in a Civil War game, unit quality, leader effectiveness and casualties, morale, command control, weapons effectiveness, armno supply, and fog of war. The basic combat unit is the brigade of infantry or cavalry. Has five scenarios. No remounting of figures is necessary.

\$45.00

is necessary.

Great Western Battles Scenario Book Seven new scenarios, with maps, special rules, historical background, order of battle. Scenarios are Shiloh 1862, Contnh 1862, Stones River 1862, Champion Hill 1863, Chickamauga 1863, and Atlanta 1864.

Great Eastern Battles Scenario Book At last we found this much sort after title! New scenarios, with maps, special rules, historical background, order of battle. Scenarios are First Bull Run 1861, Seven Pines 1862, Gaines' Mill 1862, Frayser's Farm 1862, Cedar Mountain 1862, Second Bull Run 1862 and Antietam.

\$32.00

#### Gunfighters, Gamblers & Villains

Dixon Gunfighters, Gamblers & Villians of Old West
16 page set of rules that are an exciting, fast moving game which can be played
by 2 or more people. You need a tape measure, pack of playing cards and figures
from the Wild West. Rules are simple and include character generation, wounds
and injuries, weapons, dynamite, gunfight rules, etc.
\$15.00

### Johnny Reb III

JOH Johnny Reb III 3rd Edition. Infantry uses a scale of one figure equals 30 men. This means that an infantry regiment of 16 miniature figures, being four stands of four figures per stand - represents a 480 man regiment. Each artillery piece represents one battery, with two or three crew, representing two or three sections within the battery. This version of the rules is greatly streamlined, with the vast array of tables and charts from previous editions being replaced with a system that required only one single sheet for almost all the info needed for play. The regiment is the basic building block of the rules. A simplification of combat and charge systems the play of much larger games are possible. 96 pages, 240 counters, 4 copies of the Quick Reference Chart.

### Mr Lincoln's War

WAR Mr Lincoln's War
Written with the assistance of Arty Conliffe. Focuses the action on the tactical
unit of the American Civil War – the Regiment. You play the role of a brigade or
divisional commander. Includes a point system, no re-basing of existing figures
required, quick battle resolution, 15 diagrams, a 5 minute turn sequence, gives
command control problems common to this war.

32.00

### Patriots & Loyalists

WAR Patriots & Loyalists
Written with the assistance of Arty Conliffe. A regimental-level game for the American Revolution which allows players to focus on battle plan execution, and to control armies as if they were Washington or Howe. Emphasizes morale and its effects on maneuver ability, unit cohesiveness in the face of enemy fire, and reactions to enemy activity. Minimal charts and factor calculations permit players to finish battles in a single evening. With scenarios. No re-basing of figures is required. Has point values for all units. Also covers the French and Indian War.

\$32.00

### Principles of War

Principles of War Waterloo to Mons
Miniatures wargames rules for regular and colonial conflicts in the 19th
Century, from the end of the Napoleonic wars to the beginning of WWI.
These are a complete set of rules, which again emphasise command &
control. Has army lists for the major nations between 1870-80, and as
selection of colonial armies, such as zulu and American Indian. New
weapons include machine guns.

Colonial Army Lists 1838 – 1915 Covers early, high and late
colonial periods, with lists for Afghans, Boers, Japanese, Sikh, British,
French, Mexican, Spanish, American Indians. Zulu, Peking, etc.
French, Mexican, Spanish, American Indians. Zulu, Peking, etc.
French, Mexican, Spanish, American Indians. Zulu, Peking, etc.
S18.00
Continental Army Lists 1830 – 1869 Army lists cover Greece,
Russia, Turkish, Austrian, British Crimean, Russian Crimean, US Union
and US Confederate, US Cavalny, etc.
Continental Army Lists 1870 – 1915 & Russian Civil War
Covers the late 19th Century Continental armies pre-WWI, Continental
armies during WWI, and the Russian Civil War.

### Stars 'N' Bars

EMP STARS 'N' BARS
3rd Edition. This is The Emporer's Headquarters exciting, accurate and comprehensive rules system for simulating the American Civil War. Each

player controls entire brigades, divisions adn even corps-sized formations. This is possible by the use of the proven Telescoping Time Concept. The personality rating system makes the historical personalities come alive. You are challenged to play their role and are confronted with the problems that were once those of Robert E Lee, George A Custer, etc. You now lead the famous brigades, divisions, and corps and refight the epic battles of this war. Includes comprehensive rule book, counter sheet, play aid cards. \$25,00 The Civil War Maps Contains four huge full color maps of those parts of North America involved in the Civil War. Also has simple campaign and movement rules, with dot to dot movement system, railroad and roads, cities, etc. \$60.00

Warpaint

EMP WARPAINT Cavalry & Indian Wars

This is a popular recent release by The Emporer's Headquarters. Warpaint is s set of rules specifically designed for 25mm figures (but can be used with 15mm) that enables you to recreate the endless battles and skirmishes that characterized the frontier that was the American Wild West. It features a quick play system that will not bog the gamer down, while still retaining much of the flavor of the period. The rules are written at a scale of 1 figure represents 5 cowboys or indians, but an advanced option lets you play 1 to 1 scale, so that you can relive battles such as the OK Corral. Thirteen scenarios split between both scales will have you fighting Indians, surrounding Custer, defending wagon-trains, and resolving gun fights. \$25.00

25 Piece 15mm Indian Army Pack
25 Piece 15mm US Cavalry Army Pack
50 Piece 15mm Indian Army Pack
50 Piece 15mm US Cavalry Army Pack
(Note, mounted Indians & Cavalry count as 2 pieces)

HaT8004 Union Zouves infantry (45 pieces, 1/72nd scale, plastic) .......\$11.50

#### Zouave Magazine

Zouave Magazine Issue # 50
Magazine of American Civl War History & Miniature wargaming. Has a Fields of Honor scenario using a regimental scale, a review of various terrain accessories available, review of a new range of figures.

#### **Complete Armies**

American Civil War Starter Set
Includes a popular set of US Civil War Miniatures Rules, and over 100 excellent 15mm AB figures, with Union and Confederate soldiers, including infantry, cavalry & artillery. Note that cavalry count as two figures, artillery

Zulu Wars Army Starter Set
Fields of Honor Rules, and 100 15mm Zulu and British Colonial figmade by Irregular Miniatures. Note that cavalry count as two figures.

## WW1, 2 & Modern **Battleground WWII**

EE BATTLEGROUND WORLD WAR II

An extremely detailed set of skirmish World War II rules. In a 3-ring binder, includes 120 pages of rules, individual tank charts which include four tohit diagrams per tank, with 20 hit locations per diagram; stats for German,
Russian and Atmerican tanks, guns, artillery and infantry small arms;
scenarios, rules for snipers, engineers, ramming: templates, counters, 255.00

ISLANDS OF GLORY Campaign pack covering combat between
American Leathermecks and Gls against the Japanese, including: Pacific War
rules such as Banzai charges, jungle fighting, Japanese tank charts, beach
north Africa flamethrowers, tree snipers, booby traps, etc. 255.00

CRUSADE FOR EMPIRE Campaign pack covering the battles in
North Africa between the British, Afrika Korps and Italians. Includes British
and Italian tank; infantry and artillery charts, desert rules, etc. 345.95

Men of Honor Presents five Germand and five American heroes, with
new rules for heroes and cowards, new 'heat of battle' rules, 10 detailed
hero sheets, 10 historic scenarios for the heroes presented.

Normandy Nightmare Furious combat around St Lo during the Various
Panther East Scenario pack following the service history of the various
Panther variants such as D. A. G. F. on the Eastern Front. 10 scenarios,
eight new tank charts, rules for mud, snow and rain.

Red Devils in the Night Scenario pack covering combat between the
British 6th Airbome Division and Germans, June 5th 1944. Covers British
airbome weapons, night rules, 12 scenarios, unique personality rules, 527.95

Tankers Challenge Has 36 detailed two-page tank charts for America,
German and Russian tanks. Also a mini-game of tank versus tank. S. 27.95

Fury on the Fatherland Featuring US Cavalry Reconnaissance units in
Germany during the last weeks of the War. Has a history of Pattoris i US

Child Army from the Rhine Crossings to the war's end. US Cavalry
organization 1943-45, new & improved tank charts and play sheets for the
M8 and M20, German Sturm assault squads, new weap

**Battleground Miniatures** 

Battleground Minnatures
32mm metal figures, with slotta bases
1ncludes 30 Cal MMG team firing, and on the move. (6 figs + MMG)
EEE2005 American 30 cal Team
1ncludes 5 figures - 2 bazookas, 2 loaders, 1 man with rifle grenade.
EEE2006 American Anti-Tank Team
1ncludes 5 figures - 2 bazookas, 2 loaders, 1 man with rifle grenade.
EEE2006 American Heroes: Men of Honor
1ncludes 5 figures - 1 with MMG, others with variety of other weapons.
EEE3006 German Heroes: Men of Honor
1ncludes 5 figures with a variety of weapons.

### Challenger 2000

TAB CHALLENGER 2000
This new version of Challenger is both updated and revised, making a must for all modern miniatures gamers. Changes include new move sequence, new morale, Explosive Reactive Amor, new missiles, etc. The neles cover battlegroup combat from 1950 to 2000's. Each micro-scale (1/285th or 1/300th) miniature in the game represents one AFV, weapon, for man. The 66 page rulebook includes reference charts, a beaten-zone template & 170 markers. The popularity of this product is due to it's comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multirole ordinance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more.

Modern Equipment Handbook
\$25.00

### Command At Sea

NO SAILOR BUT A FOOL Coastal Actions in WW II A 64 page book with 210 counters representing ships from motor boats to battleships and aircraft, shore batteries, shore installations, amphibious assault troops. "No sailor but a fool fights a fortress." Said Sir Horatio Nelson. But in WW II some had to be fought. So this book has seven scenarios including Oslo 1940, Operation Sea Lion, etc. You must own CommandAtSea or Supermarine I.

S27.00

Painters Guide to World War II Naval Camouflage 54 page book combining descriptions and diagrams of the most important schemes and techniques of the American, British, French, German, Italian, Japanese, Russian, and other navies. Russian, and other navies.

SUPERMARINA I This is a complete game of the War in the

Mediterranean from 1941 - 1943, and portrays the struggle for naval supremacy in the Mediterranean Sea, the vital supply link for Axis forces in North Africa. With 24 scenarios from submarines verses convoys to battleships and cruisers slugging it out off Cape Teulada. The Data Annex book gives all the technical info. Several scenarios are highly suited to solitaire play. With 150 counters of Italian and British ships, 240 aircraft counters, 30 info counters, rules, dice, etc.

SUPERMARINA II Part II of the Mediterranean War, July 1941 to August 1942, portraying the struggle for naval supremacy in the Mediterranean the vital supply link for Allied and Axis forces in North Africa. Has over two dozen new scenarios. 70 page book.

Command at Sea Player's Handbook 3" Ed The booklet contains the charts and tables used with the Command at Sea 3rd Ed. To speed play, they have all been collected into this one booklet.

### Command Decision III

EHQ Command Decision III

The popular WWII rules by Frank Chadwick are back in an all new 3rd Edition. These rules lift WWII miniatures combat above the skirmish level and recreates battles from the battalion to division level. Emphasis is on command-level decision making, rapid movement, and quickly developing tactical situations. Technical accuracy has been improved over previous editions and features expanded weapons charts. Has basic rules, advanced rules, scenarios, campaigns, equipment & organisation lists for France, Germany, Italy, Japan, Poland, UK, USA and USSR.

560.00

### **CrossFire**

QUA CrossFire

By Arty Conliffe, who brought us Spearhead. This is an extremely innovative new set of WWII miniatures rules for Company Level WWII gaming, for 1/76th or 1/300th scale, which do not use rulers or game turns! So put away your rulers and prepare for WWII gaming as it ought to be fast paced, challenging and fun. No fixed game turns — the player who has initiative keeps moving units until one of his actions falls, due to the opponent suppressing or killing one of his units, and then the opponent has initiative. Combat mechanics simulate interplay of fire and movement with a Command System that represents unit flexibility. Emphasis is on infantry. Includes 53 company level organisations for ten nationalities, 120 guns and vehicles, as cenario generator, point values, etc. Great!

\$32.00

Hit the Dirt Battle across Europe from the earliest days of Barbarossa, from the beaches of Normandy, and in France and Italy. 21 scenarios that focus on bitter, close-fought actions between small units of men, struggling for the next village, the next hedgerow. You should see the maps!

\$30.00

### **Firefly**

TAB FIREFLY
World War Two battlegroup actions for 1/300th and 1/200th scale miniatures, based on the Challenger rules. Rules cover pre-game reconaissance, detailed orders, command control including radius and loss of command control, target acquisition, weapons fire based on a D20, with guns rated for length of calibre: direct and indirect area fire, aircraft operations, night fighting, a template for artillery fire, counters, and 45 army lists, covering all the weapons, armored fighting vehicles, and army lists, of all main beligerants of WW2. I can't say much for their calculations of tanks' armor thicknesses, however - sloped armor has not been taken sufficiently into account. Regardless, these are popular rules.

### Harpoon 4

COA HARPOUN 4	
The Harpoon boxed game.	\$90.00
Harpoon Rules The rules that come in the game.	\$26,00
Harpoon 4 Quickstart Rules Same as in the game.	\$16.50
Harpoon 4 Data Annexes Same as in the game.	\$27.00
Harpoon 4 Players Handbook The booklet contains the chables used with the Harpoon 4 rules. To speed play, they have a collected into this one booklet.  Harpoon Naval Review 2000 Detailed scenarios on possible of the control of the	arts and all been \$13.50 conflicts
in Taiwan Strait, Indian Ocean, South America, the Baltic. Artinavies of South America; 38 ship forms, 4 aircraft forms.	s39.95
Sea of Dragons Concerns conflicts among 16 nations of the Pacil Brief introduction to the political and economic aspirations of those 26 scenarios, many suitable for solitaire play. Fleet and airforce lists the platforms serving those nations, plus those currently under const Huge data annex. Two book set.	nations. with all ruction. \$80.00
White Ensign Discusses each conflict in which Roy. Commonwealth naval forces were involved from 1960 to the presencieuding Yemen, Kuwait 1961 and 1990, Iceland, Falklands Borneo, etc. All ships and planes are also listed in the data annex.	ent day,

### Hostile Aircraft

GTE HOSTILE AIRCRAFT
Fast paced miniatures rules for aerial combat, 1915-1920, for 1/285th scale model aircraft. The rules cover 306 different types of aircraft, including fighters, reconnaissance, bombers, seaplanes, used by all the major beligerants in WMI. Fight one on one duels or up to large dogfights. Planes are moved up and down stands to show their altitude in combat. Includes 2 miniatures, the Fokker Dr I Triplane and Sopwith F.1 Camel, and 2 adjustable stands. \$65,00 Offensive Patrol Contains 101 historical scenarios recreated from actual fights taken from autobiographies, flight reports, etc. \$37,00 Squadron Record Book Contains pre-printed aeroplane control sheets for over 100 planes. Also model conversion tips. \$37,00

### Panzerfaust-Armored Fist

JED PANZERFAUST-ARMORED FIST

This is a reprint of the 1987 3rd Edition. The author's have reprinted the game due to it still being the most comprehensive rules available for WW2. Useable with 1/300th 1/76th or 15mm scales, these rules have a 1:1 ratio. Each infantry figure represents one man. As such, these rules have a 1:1 ratio. Each infantry figure represents one man. As such, these rules are extremely detailed, but are easy to use so you can use them for skimmis games to battles between opposing battalions. There are 23 pages of rank and gun charts, with every gun and tank described by footnotes, and 25 pages of unit organisations and equipment, including rariety factors. There are point values given for all troop types and Cequipment, and the nations covered are Belgium. Britain. Finland. France, Germany, Hungary, Italy, Japan, Poland, Rumania, Soviet, US Europe and US Pacific. Rules cover observation, weather, night fighting, rivers, cavalry, varying troop types, hand thrown weapons, truck mounted guns, spaced armor, direct and indirect fire, smoke, mines, fortifications, amphibious operations, airborne operations, and a simple vehicle painting guide.

### **Red Baron**

EHQ RED-BARON

The first set of WWI air miniatures rules to combine historical accuracy with an easily playable rules system. Game aids printed on heavy card stock give players important information. Any mistake players make could be their last Rules cover multiple maneuvers and tailing, aces, legendary aces, rockies, mid-air collisions, fixed & pivoting guns, stalls, spins: ratings in over 20 categories for all 46 types of WWI planes currently available as miniatures.

\$30.00

### Shipbase III

CHI Shipbase III Computer Assisted Naval Rules
Tactical naval combat 1890-1945. These are computer-assisted naval
miniatures rules, by Critical Hit, intended for use with miniature ships and
aircraft. The computer program handles all the record-keeping, dice rolling
and technical research, allowing the players to concentrate on tactics.
Scenarios can be played with a handful of ships, up to fleets or hundreds of
ships. The database has 881 ship types. 18 nations are supported. Players
can create their own scenarios. Also has 48 page rulebook, The Book of
Ships with 5,500 ship names, over 200 counters in case you don't have
miniatures. IBM Requires: 3.5" or 5.25" FDD. 386, hard disk,
CGA.EGA.VGA or SVGA.

\$80.00

### Spearhead

OUA SPEAR HEAD

By Arty Conliffe, who also brought us Tactica. This is a complete set of rules that simulate division-level tactics of WW2. The emphasis is on commanding a multi-battalion force, and all game mechanics serve that priority. Each model or stand of infantry represents a platoon. National differences are reflected. The key reasons for the German tactical superiority lay in their fighting system and training, not inbetter equipment. In Spear Head, the German player controls a flexbile system which can adapt more easily to the ever changing battlefield. Conversely, a Russian player employs a less flexible command structure. In this game, players must plan their battle carefully, because they cannot change bad plans quickly. Includes one rule book, one Troop Organisation and Equipment book, and several data cards, with all rules, charts, and troop types of all nationalities who fought in Europe or Africa.

includes one rule book, one I roop Organisation and Equipment book, as several data cards, with all rules, charts, and troop types of all nationalities who fought in Europe or Africa.

\$42.00
Blaze Across the Sand 21 scenarios cover the three major periods of the Desert Campaign, the campaigns of 1941; 1942 starting with Rommel's January counter-offensive, and 1943. Each scenario challenges you with tactical problems faced by your real-life counterpart. Special rules for massive minebelts, etc. Written for Spearhead but can be used with any WWII rules set.

\$30.00
Where the Iron Crosses Grow 21 Eastem Front scenarios for the Eastem Front, WW2. Begins in 1941 in the opening days of Barbarossa and continues to present players with challenges faced by their historical counter-parts throughout the 4 years of war.

White Star Rising 17 scenarios cover the war in the West from the Normandy landings to the 1st organised resistance behind the Rhine. As the outnumbered Germans, can you stem the tide of Allied forces?

\$30.00

1/300th Scale Crater Pack (20 craters, various sizes)......\$6.00 Cast in a light brown or grey, just needs dry brushing with acrylics, made of nubber urathane.

### Wings of Fire

EHQ Wings of Fire
A simple, simultaneous-movement, rules set that allow you to recreate almost any WHI lera air combat. Includes stats on 198 different aircraft for France, Italy, Russia, Germany, USA, England, Japan. Stresses interaction between players. Has optional rules, historical scenarios including Battle of Britain, Siege of Malta, Guadalcanal, Kursk, etc. Has cut-out firing arcs, turning circles for different planes, etc.

\$32.95

### **WW2 & Modern Miniatures**

HaT Plastic Infantry - 1/72nd Scale

FXHa17001	WWI German Infantry (45 pieces)	\$11.50
FXHaT7002	WW1 British Infantry (45 pieces)	\$11.50
FXHaT7003	WW1 French Infantry (45 pieces)	\$11.50
FXHaT7004	WW1 US Infantry (45 pieces)	\$11.50
FXHaT7007	WW2 Italian Infantry (45 pieces)	\$11.50
	TE TO CONTROL OF THE PARTY OF T	
<b>PST Plastic</b>	Kits - 1/72th Scale - made in Russia - very nic	e!
FXPST01	Soviet WW2 JS-1 Heavy Tank	\$25.95
FXPST02	Soviet WW2 JS-1 Heavy Tank	\$25.95
FXPST03	Soviet wwz JS-2 1944 model Heavy Tank	\$25.95
FXPST04	Soviet WW2 JSU-152 Tank Destroyer.	\$25.95
FXPST05	JSU-122 Tank Destroyer	\$25.95
FXPST06	JSU-122 S variants of each.	\$25.95
FXPST07	JSU-152-1 variants of each.	\$25.95
FXPST08	KV-2 with 122mm gun	
EXPST09	KV-85	\$25.95
FXPST10	KV-8 Flametank	\$25.95
FXPST11	KV-IE	\$25.95
FXPST12	KV-IA	\$25.95
FXPST13	KV-IB.	\$25.95
<b>AER Plasti</b>	c Kits - 1/72th Scale - made in Russia - very ni	ce!
FXAE01	Soviet WW2 Zis-5 Truck	\$11.95
FXAE02	Soviet WW2 Zis-5V Truck	\$11.95
FXAE04	Soviet WW2 Zis-6 Truck	\$11.95
FXAE06	Soviet WW2 SU-122	\$11.95
FXAE09	Soviet WW2 T-34/85 Medium Tank.	\$11.95
FXAE10	Soviet WW2 SU-100 Tank Destroyer	\$11.95
FXAE14	Soviet WW2 SU-85 Tank Destroyer	\$11.95
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	Tabletop Complete Armi	es
WWIIM	icro Starter Set: IISA Ve Corman	\$64.05

WW II Micro Starter Set: USA Vs Gern	nan \$64.95
Panzerfaust Rules, and 45 Irregular 1/300th tanks,	
WWII Micro Starter Set: Russian Vs Ge	
Panzerfaust Rules, and 45 Irregular 1/300th tanks,	
Modern Micro Starter German Vs Sovie	
Challenger 2000 rules, and 35 Irregular AFVs, 2 d	
Modern Micro Starter USA Verses Sovie	
Challenger 2000 rules, and 35 Irregular AFVs, 2 d	ice.

# **Fantasy**

### Advanced Dungeons & Dragons

New range of 30mm AD&D Figures by Wizards of the Coast

WIZ40000	MALE PALADIN IN PLATE ARMOR	\$5.95
WIZ40001	MALE CLERIC	\$5.95
WIZ40002	MAI F HAI FI ING THIFF IN CLOAK	65 05
WIZ40003	FEMALE ELVEN FIGHTER/MAGE WITH STAFF	\$5.95
WIZ40004	MALE FIGHTER WITH SWORD	\$5.95
WIZ40005	DWARVEN FIGHTER WITH AXE (MALE)	\$5.95
WIZ40006	FEMALE ELVEN FIGHTER/MAGE WITH STAFF MALE FIGHTER WITH SWORD DWARVEN FIGHTER WITH AXE (MALE) FEMALE FIGHTER WITH 2 HANDED SWORD	\$5.95
WIZ40007	BUGBEAR WITH BIG SWORD (MALE)	\$5.05
WIZ40008	HOBGOBLIN WITH SWORD & HALBERD (MALE)	\$5.95
WIZ40009	LESSER VAMPIRE FLOATING IN THE AIR	\$5.95
WIZ40010	DWARVEN CLERIC (MALE)	\$5.95
WIZ40011	ELVEN THIEF WITH KNIFE (FEMALE)	\$5.95
WIZ40012	MALE EVIL MAGE IN CAPE	\$5.95
WIZ40013	MALE BARBARIAN WITH AXE	\$5.05
WIZ40014	MALE ORC WITH SCIMITAR & SHIFLD	\$5.05
WIZ40015		
WIZ40016	MALE CYCLOPS WITH SLING	\$0.05
WIZ40017	RED Dragonlance	\$13.05
WIZ40018	MALE OGRE	\$13.05
WIZ40019	MINOTALIP	\$13.05
WIZ40020	MALE HILL GIANT WITH CLUB	\$10.05
WIZ40021	MALE ETTIN WITH SPIKED CLUB	\$10.05
WIZ40022	CARRION CRAWLER (GIANT WORM) MALE CYCLOPS WITH SLING RED Dragonlance MALE ORE MINOTAUR MALE HILL GIANT WITH CLUB MALE ETTIN WITH SPIKED CLUB MALE FITH WITH SPIKED CLUB MALE FITH WITH SPIKED CLUB	\$10.05
WIZ40023	MALE GOOD MAGE WITH STAFF	\$5.05

### **BLOOD BOWL**

GW BLOOD BOWL New Edition

The popular fantasy football game is back in an all new edition. Across the length and breadth of the Warhammer World teams of armored warriors battle to the death in great arenas. The Dwarfs in their mountain halls, Goblins in sewers, all these and more field Blood Bowl teams that play for the glory and honor of their race. Massive crowds cheer on their favorite teams and star players rise to fame and glory as the meanest, toughest players in the world. Includes 24 Citadel plastic miniatures, being the Gouged Eye Orcs team and the Reikland Reavers human team. Also has a mounted maphoard of the playing field, 4 plastic footballs, Blood Bowl Handbook, Painting Guide, 50 sheet pad of team rosters, 2 team cards, 4 star player cards, heaps of color counters and templates, 6 dice, & range ruler. Please note that no rules have been changed, though the rule book has been expanded, and many components are the same as the previous edition.

\*\*SPATME\*\* TONE\*\*\* Transitions and templates are the same as the previous edition.

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### WARMASTER

WARMASTER

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CIT963249 UNDEAD BONE GIANT (I) CIT963256 UNDEAD CARRION (4)	\$11.00
CIT963256 UNDEAD CARRION (4)	\$11.00
CIT963263 UNDEAD BONE THROWER (2 engines & crews)	\$11.00
CIT963270 UNDEAD SKULL CHUCKA & CREW	\$11.00
CIT963287 UNDEAD CHARIOTS (3)	\$13.50
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CIT963317 UNDEAD SKELETON BOWMEN (6 stands of 4 figures)	\$11.00
CIT963324 UNDEAD SKELETONS (6 stands of 7 figures)	\$11.00

# **Science Fiction**

### **Babylon 5 Wars**

AOG Babylon 5 Wars 2<sup>nd</sup> Edition

This second edition is reformatted, streamlined and clarified, with new art and new ships. New ship control sheets include the Minbari Whitestar, the Earthforce Thunderbolt, etc. These official, detailed miniatures rules for Babylon 5 are presented in a boxed set which recreates the many epic struggles between the various races and factions which make up the Babylon 5 universe. The rules allow for engagements as small as a few fighters on each side to large fleets battling for control of a planet. Includes rules and background material, ship control sheets for all the popular Earth Alliance, Minbari, Centauri and Narn ships and fighters. Also has two full color counter sheets, 12 metal miniatures and star maps. The rules are like a simplified version of Star Fleet Battles. \$105.00

Babylon 5 Wars 2<sup>nd</sup> Edition Boxdess Version Same as above but with no miniatures, map or box. Much cheaper! \$56.00

War of Retribution: Atlas of Narn/Centauri War Update Pack Just the book of ship control sheets.

Atlas of Earth Alliance Wars Full color 96 page book detailing the Earth Alliance forces as well as those of the Minbari, focusing on the

Earth Minbari War and the Earth Alliance Civil War. Also has 80 full color counters & ship records book. Lots of new ships & fighters. \$46.00 Coming of the Shadows Rules for Vorions and Shadows, including



Militaries of The League I Together the minor powers of the League wield a power as great as any of the major empires. This book has full color pictures of ships, full color counter sheet, ship control sheets, for the Abbai, the Brakiri, the Drazi, Gaim, Pak'ma'ra and the Vree.

946.00 Pirates & Privateers More details later, Due June.

846.00 \$35.95 Reinforcements Counter Pack Includes several counter sheets, being those from the game, Narn Atlas, Earth/Min, etc?? May.

\$49.95 Showdowns #1 Includes rules for minefields, ship control sheets for Raiders & civilian ships including Earthforce One and Babylon 5 Space Station, rules for ship enhancements, elite officers and crews; rules for planets, monors, atmosphere, gravity wells, and over 20 scenarios. \$31.50 Showdowns #2 New rules for weapons, jumping into combat, random scenario generation; more scenarios and mini campaigns; new ships, bases, satellites for Brakiri, Abbai, Vree, Pak'ma'ra, Drazi, etc. \$31.50 Variants #1 Surprise your enemies with different variants of well-known ship classes. Over 35 ship variants including control sheets, for Earth Alliance, Mimbari, Centauri and narn ships. Also new rules for aegis pods, pulse arrays, shock cannons, and other new weapons. \$28.00 Variants #2 Special rules for graviton mines, grappling claws, antimatter torpedoes, variants for the Non Aligned League worlds of Abbai, Brakiri, Drazi, Gaim, Pak'ma'ra, Vree.

CEE Earthforce Sourcebook
This roleplaying supplement for The Babylon Project also contains a complete set of simple miniatures rules for Babylon 5, written by Jon Turfley, who wrote Full Thrust. As such the rules are simple to learn, but tactics are very hard to master! The rules are magnificent, and you can easily control six ships each plus fighters. This is the game system for mel The book contains counters for all the above ships and fighters. but I will be using the below miniatures.

Special - \$5.00

AOG Babylon 5 Fleet Action
About time. A brand new miniatures rules set that let you use 30 capital ships and 100 fighters per side, rather than just 3 cap ships and 12 fighters. With fast play mechanics, multi-phase movement system, reinforcements during play, new control sheets, and all designed for the new Fleet Action figures. Due May.

\$59.95

## Babylon 5 Wars Fleet Action Scale Miniatures These miniatures are closer in scale to each other and will be one piece castings where possible. Fighters are 6 to a stand, 3 stands to a pack.

AOGBW401	Earthforce Omega Destroyer FA Scale Due June			
AOGBW402	Minbari Sharlin Cruiser FA Scale Due June			
AOGBW403	Nam G'Quan Cruiser FA Scale Due June			
AOGBW404	Centauri Primus Cruiser FA Scale Due June	. \$15		
AOGBW406	Earthforce Starfury Fighter (12)	. \$17		
AOGBW407	Nam Frazi Fighter (12)	. \$17	7.9	5
AOGBW408	Centauri Sentri Fighter (12)	. \$17	7.9	5
AOGBW409	Minbari Nial Fighter (12)	. \$17	7.9	5
AOGBW410	Minbari Nial Fighter (12)	. \$19	9.9	5
AOGBW412	Earthforce Hyperion Cruiser FA Scale Due May	. \$19	9.9	5
AOGBW413	Centauri Vorchan Warship FA Scale Due June	. \$19	9.9	5
AOGBW414	Nam T'Loth Cruiser FA Scale Due June	. \$19	9.9	5
AOGBW417	Minbari Flyer FA Scale Due May	. \$19	9.9	5
AOGBW420	Earth Olympus Corvette FA Scale Due May	. \$19	9.9	5
AOGBW422	Minbari Whitestar FA Scale Due May	. \$19	9.9	5
AOGBW424	Minbari Tinashi FA Scale Due May	. \$19	9.9	5
AOGBW429	Raider Delta-V Fighter (12)	. \$17	7.9	5
AOGBW444	Earthforce Thunderbolt Fighter (12)	. \$1	7.9	5
AOGBW446	Centauri Dargan FA Scale Due May	. \$19	9.9	5
AOGBW447	Centauri Covran Scout FA Scale Due May	. \$19	9.9	5
AOGBW458	Centauri Altarian Destrover FA Scale Due May	. \$19	9.9	5
AOGBW460	Centauri Rutarian (12) FA Scale Due May	. \$17	7.9	5
AOGBW465	Nam Sho Kar Scout FA Scale Due May	. \$19	9.9	5
AOGBW467	Nam Gorith/T Khar FA Scale Due May	. \$19	9.9	5
AOGBW468	Nam Var'Nic Destroyer FA Scale Due May	. \$19	9.9	5
AOGBW469	Nam Thentus Frigate FA Scale Due May	. \$19	9.9	5

#### **Babylon 5 Wars Miniatures**

EARTHFOR	RCE	
AOGBW303	Earthforce Fleet Boxed Set Due May	\$89.95
AOGBW201	Earthforce Omega Destroyer (1)	\$25.95
AOGBW205	Babylon 5 Station (12.5cm long).	\$69.95
AOGBW206	Starfury Earthforce Fighters (3)	\$14.95
AOGBW210	Earthforce Nova Dreadnought (1)	\$25.95
AOGBW211	Earthforce Artemis Heavy Frigate (1)	\$20.95
AOGBW212	Earthforce Hyperion Cruiser (1)	\$19.95
AOGBW219	Earthforce Poseidon Carrier (13.5cm long)	\$79.95
AOGBW220	Earthforce Olympus Corvette	\$26.95
AOGBW221	Earthforce Sagittarius Cruiser	\$27.95
AOGBW234	Earthforce One and Civilian Liner Due June	\$39.95
AOGBW243	Earthforce Omega with Shadow Technology June	\$27.95
AUGBW244	Earthforce Thunderbolt Fighter (3)	\$16.95
AOGBW281	Earthforce Explorer Class Due June	\$59.95
AOGBW282	Earthforce Badger Assault Fighter (3)	\$15.95
AOGBW283	Earthforce Tethus Police Cutter (2)	\$19.95
AOGBW284	Earthforce Oracle Scout (1)	\$19.95
AOGBW305	Refits & Upgrades Earthforce/Minbari	\$19.95
AOGBW313	Earth Mega Fleet Due June	\$149.95
REV3622	Babylon 5 Station Model Kit	\$44.95
	ing model kit with decals for all of the blue-metallic	
	that run the length of the station, as well as other	sections.
The model is	13cm long and has 37 pieces.	

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Vree Txwm Heavy Fighter (3).
Nam G Quan Heavy Cruiser (1).
Nam Heavy Fighter (3).
Nam Assault Cruiser (1).
Nam Bin tab Dreadnough (1).
Nam Bin tab Dreadnough (1).
Nam Sho Kos Patrol Cutter (2).
Nam Dag Kar Missile Frigate (1).
Nam Sho Kar Scout (1).
Nam Gorth Medium Fighter (3).
Nam Var Nie Destroyer (1).
Nam Thentus Frigate.
Refits & Upgrades Nam/Centauri. AOGBW275 AOGBW203 AOGBW207 AOGBW214 AOGBW242 AOGBW261 AOGBW262 AOGBW264 AOGBW265 AOGBW267 AOGBW268 AOGBW268 AOGBW269 AOGBW306

AOGRW202 Minhari War Cruiser (1)



\$25.05

AOGBW202		
AOGBW209 AOGBW216	Minbari War Cruiser (1)  Minbari Fighter (3)  Minbari Tigara Strike Cruiser Due June	\$15.50
AOGRIV216	Minhari Tigara Strika Cruicar Dug hung	\$25.95
AUGDW210	William Tigara Strike Claiser Dite Shire	015.05
AOGBW217	Minbari Flyer (3)	\$13.93
AOGBW222	Minbari Whitestar (1)	\$20.95
AOGBW224	Minbari Whitestar (1)	\$20.95
AUGDWZZ4	Williouri Eurly Cluiser (1)	
CENTAURI		
AOGBW302	Centauri Fleet Boxed Set (7)	\$89.95
Containe Ly B	Centauri Fleet Boxed Set (7) attleCruiser, 4 x Vorchan, 2 x fighters Centauri Primus BattleCruiser (1)	
Contains 1 X D	attrecturser, 4 x voichair, 2 x righters	ear or
AUGBW204	Centauri Primus Battle Cruiser (1)	\$23.93
AOGBW208	Centauri Medium Fighter (3)	\$13.95
AOGBW213	Centauri Vorchan Warship (1)	\$17.95
AOGBW246	Centouri Darran Strike Cruiser (1)	\$25.95
AOGBW247	Centauri Primus Battlet, ruiser (1). Centauri Medium Fighter (3). Centauri Vorchan Warship (1). Centauri Dargan Strike Cruiser (1). Centauri Covran Scout (1). Centauri Octurian Battleship (1). Centauri Octurian Battleship (1).	£16 50
	Centauri Covran Scout (1)	£40.06
AOGBW248	Centauri Octurian Battleship (1)	\$49.93
AOGBW249	Centauri Haven Patrol Boat (2)	\$20.95
AOGBW255 AOGBW256	Centauri Kutai Gunship (1). Centauri Centurian Cruiser (1) Due June	\$15 95
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	Centauri Balvarin Carrier (1)	625.05
AOGBW257	Centauri Balvarin Carrier (1)	\$23.93
AOGBW258	Centauri Altarian Destroyer (1) Centauri Rutarian Strike Fighter (3)	\$20.95
AOGBW260	Centauri Rutarian Strike Fighter (3)	\$14 95
AUGDW200	Contauri Rutarian Strike Fighter (5)	
DRAZI		
AOGBW215	Drazi Sunhawk	\$20.95
AOGBW270	Drazi Sunhawk	£10.05
	Drazi Sunnawk	\$19.93
AOGBW271	Drazi Strikehawk Drazi Sky Serpent Assault Fighters (2)	\$19.95
AOGBW272	Drazi Sky Sement Assault Fighters (2)	\$19.95
DDATIDI		
BRAKIRI		100000000000000000000000000000000000000
AOGBW276	Brakiri Avioki Heavy Cruiser	\$27.95
AOGBW277	Brakiri Tashkat Advanced Cruiser	\$27.95
	Deskini Falloni Light Fightor (2)	C15 05
AOGBW278	Brakiri Falkosi Light Fighter (3)	\$15.95
AOGBW278 AOGBW279	Brakiri Falkosi Light Fighter (3) Brakiri Halik Fighter Killer	\$15.95 \$17.95
AOGBW278	Brakiri Falkosi Light Fighter (3) Brakiri Halik Fighter Killer Brakiri Ikorta Assault Cruiser	\$15.95 \$17.95 \$17.95
AOGBW278 AOGBW279	Brakiri Avioki Heavy Cruiser Brakiri Tashkar Advanced Cruiser Brakiri Falkosi Light Fighter (3) Brakiri Halik Fighter Killer Brakiri Ikorta Assault Cruiser	\$15.95 \$17.95 \$17.95
AOGBW278 AOGBW279 AOGBW280		\$15.95 \$17.95 \$17.95
AOGBW278 AOGBW279 AOGBW280	& SHADOWS	
AOGBW278 AOGBW279 AOGBW280 VORLONS AOGBW226	& SHADOWS	\$49.95
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AOGBW278 AOGBW279 AOGBW280 VORLONS AOGBW226 AOGBW227 AOGBW228	& SHADOWS	\$49.95
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AOGBW278 AOGBW279 AOGBW280 VORLONS AOGBW227 AOGBW228 AOGBW228 AOGBW235 AOGBW236 AOGBW237	& SHADOWS  VOITOD CRUISE! Due June.  Vorlon Destroyer/Transport (Kosh's ship)  Vorlon Heavy Fighter (2).  Shadow Cruiser.  Shadow Scout/Destroyer Due June.  Shadow Scout/Destroyer Due June.  Shadow Shaper Einber (3) June June.	\$49.95 \$19.95 \$19.95 \$27.95 \$19.95 \$15.95
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AOGBW278 AOGBW280 VORLONS AOGBW225 AOGBW227 AOGBW225 AOGBW235 AOGBW236 AOGBW237 AOGBW239	& SHADOWS  VOITOD CRUISE! Due June.  Vorlon Destroyer/Transport (Kosh's ship)  Vorlon Heavy Fighter (2).  Shadow Cruiser.  Shadow Scout/Destroyer Due June.  Shadow Scout/Destroyer Due June.  Shadow Shaper Einber (3) June June.	\$49.95 \$19.95 \$19.95 \$27.95 \$19.95 \$15.95
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AOGBW278 AOGBW279 AOGBW280 VORLONS AOGBW228 AOGBW228 AOGBW235 AOGBW235 AOGBW237 AOGBW239 AOGBW240	& SHADOWS  VOIOD CRUISE! Due June.  Volon Destroyer/Transport (Kosh's ship)  Volon Heavy Fighter (2).  Shadow Cruiser.  Shadow Scout/Destroyer Due June.  Shadow Heavy Fighter (3) Due June.  Vorlon Light Cruiser (1) Due June.  Vorlon Light Cruiser (1) Due June.  Vorlon Destroyer (1) Due June.	\$49.95 \$19.95 \$19.95 \$27.95 \$19.95 \$15.95
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AOGBW278 AOGBW280 VORLONS AOGBW227 AOGBW227 AOGBW227 AOGBW235 AOGBW235 AOGBW236 AOGBW239 AOGBW230 AOGBW230 AOGBW230 AOGBW230 AOGBW230 AOGBW230 AOGBW230 AOGBW230 AOGBW230 AOGBW230 AOGBW230 AOGBW230 AOGBW230 AOGBW230 AOGBW230 AOGBW230 AOGBW230 AOGBW230 AOGBW250 AOGBW250 AOGBW250	& SHADOWS  Vorton Cruise? Due June.  Vorlon Destroyer/Transport (Kosh's ship)  Vorlon Heavy Fighter (2).  Shadow Cruiser.  Shadow Scout/Destroyer Due June.  Shadow Hoavy Fighter (3) Due June.  Vorlon Light Cruiser (1) Due June.  Vorlon Destroyer (1) Due June.  CES  Raider Delta-V Fighter (3).  Raider Carrier (1).  Raider Battle Wagon.  Civilian or Raider Freighters (2).  Civilian Tanker	\$49.95 \$19.95 \$19.95 \$27.95 \$15.95 \$27.95 \$27.95 \$27.95 \$27.95 \$27.95 \$27.95 \$27.95 \$27.95
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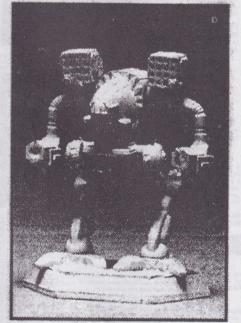
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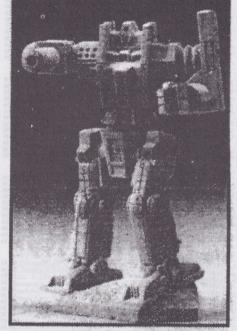
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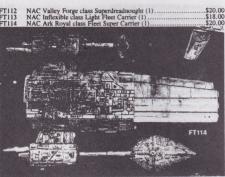
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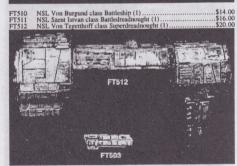
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### **Full Thrust Fleet Packs**

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FSU Fleet Pack	\$35.00
NSL Fleet Pack	\$35.00 \$35.00
FSE Fleet Pack Kra' vak Fleet Pack	
Sa'Vasku Fleet Pack	\$35.00

### Mutant Chronicles

HEA WARZONE 2nd Ed MINIATURES RULES
A stunning brand new edition of Warzone, presented in a large box with an amazing 80 exaggerated 25mm multi-piece plastic miniatures, 40 from the Bauhau Mega-corporation, 40 from the Imperial Megacorporation, as they battle on Venus. Also a 48 page color background book, 64 page rulebook, 96 page full color army list book covering from the Megacorporations to the Dark Legion, three sheets of counters and templates. The rules are extensive but in reality the concepts are quite simple. Very impressive.

\$114.00
Venus: Bauhaus Forces of War For a thousand years the planet Venus has been violated by war. Venus is the domain of the Bauhaus Corporation and every day they struggle to maintain their hold on this richest world in the solar system. Covers many campaigns, comic strips, background, new rules for jungle and night fighting, new Bauhaus army list, new units, counters, templates

\$33.00
Mars: Capitol Forces of War Campaigns illustrated with maps and comic strips, detail background on Mars and Capitol, new rules for trenches and barbed wire, new Capitol army list, new units, new counters, templates.

\$33.00

BROTHERHOOD CATHEDRAL A full color card model of a Brotherhood Cathedral, two new miniatures, the Brotherhood Visionary and the Dark Legion Angel of Mercy; and a 32 page book with 10 scenarios. \$42,50 BAUHAUS BUNKER Two impressive full color card models. A new miniature, the Bauhuas HMG-85/T with gunner, 32 page book with rules for fighting in and around buildings. \$42,50 IMPERIAL BRIDGEHEAD An impressive full color card model of a huge steel-girder bridge. Also two new miniatures, Capitol Covert Ops and Imperial Ordnance Officer, 22 page book with rules. \$47,00 CHRONICLES NEW ERA # 3 This issue includes a review for Empire Chronopia, Mars: Capitol Forces of War; making desert terrain, etc. \$3.00

#### **Mutant Chronicles Warzone Miniatures** All figures are around 35mm tall, with Citadel-style bases

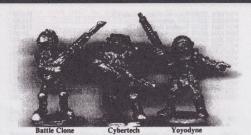
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0501	Hurricane Walker	7
0514	Wolfbanes (7)	2
0519	Blood Berets (7)\$3	2
0520	Mourning Wolves (7)	2
1501	Wolfbalms (7)	Š
1502	Berserker Standard Bearer \$	7
1503	Berserkers (2 figures)	9
1504	Headhunter Chieftain	7
1506	Blood Berets (2 figures).	3
1507	Blood Beret Captain\$	7
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1511	Pathfinders (2 figures)	9
1512	Warhound Chieftain	7
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1515	Wolfbairn Leader	7
1516	Wolfbairns (2 figures)	9
1518	Mourning Wolf Chieftain \$	ľ
1519	Mourning Wolf Heroine\$	7
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1523	Trencher Sergeant	7
1524	Trencher Sniper	7
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1527	Wolfbane Commando HMG Specialist	1
1528	Wolfbane Commando Shotgun Specialist	7
1530	Wolfbane Commando Hero	
1531	Ordnance Officer	15
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0507	Ashigaru \$3	12
0533	Bushido Samurai \$3	2
1301	Ashigaru LMG Specialist	
1303	Demon Hunter	1
1304	Bushido Dragonrider \$2	4
1306	Bushido Samurai LFT Specialist	
1307	Bushido Samurai Leader	17
1308	Na	12
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10512	Etoiles Mortant (7)	12
0516	Blitzers (7)	12
10522	Mounted Hussars (3)	15
0526	Vulkan Battlesuits (3)	18
0530	Jungle Kommandos (7)\$3	12
10531	Strike Skimmer (1)	15
1601	Hussar HMG Specialist	i
1602	Hussar Sergeant	
1604	Hussars (2 figures)	Š
1605	Mounted Hussar Kapitan \$1	5
11606	Blitzer PLR Specialist	
1608	Blitzer Sergeant S	
11609	Blitzers (2 figures)	15
1610	Etoiles Mortant I FT Specialist	
1612	Etoiles Mortant Heroine	i
1613	Etoiles Mortant Sergeant	
1614	Ducal Militia (2)	
1616	Ducal Militia Sergeant.	
1617	Ducal Militia HMG Specialist	
11619	Ducal Militia Medic Specialist	
11620	Ducal Militia HMG Team\$1	15
11621	Major Max Steiner\$1	ľ
11622	Haupt Kanitan Konrad von Juntz	ľ
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11627	Vulkan Battlesuit.	i
11628	Jungle Kommandos (2)	į
11629	Jungle Kommando TRS Specialist	
11631	Jungle Kommando Sergeant Jungle Kommando Kapitan	
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11633	Jaeger HMG Specialist	5
11634	Jaeger Kapitan	ŝ
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11201	Redemption Assassin	5
11202	Blessed Vestal Laura	5
11203	Valkyries (2 figures)	8
11205	Elite Trooper Grenadier Specialist	ś
11206	Trooper LMG Specialist	S
	Mortificators (2 figures)	è
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Hobby Products

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#### Necromunda

GAM NECROMUNDA

A whole new game system for the Warhammer 40,000 universe, this being a set of skirmish rules. It is set on the planet Necromunda, an inhospitable world of toxic pollutant wastes and burning clouds of acid. Its people live in huge sealed cities called hives - layer upon layer of ancient buildings, from the decayed and crumbling Underhive, through the manufacturing areas of the Hive City up to the Gilttering spires inhabited by the wealthy nobility. In the nightmare Undercity players control gangs of fighters prepared to battle it out amongst a 3-D landscape of nimed buildings, gantries, and walkways. You'll soon learn how to arm and equip your gang efficiently, and how to exploit the ruins and other termin to your best advantage. You can also expand your gangs beyond the models provided in the game. This big boxed set includes 24 miniatures (12 Orlocks and 12 Goliaths), 80 page nelbeook, 88 pages sourcebook, 8 paint modelling and painting guide, 2 plastic rangerulers, 30 plastic bulkheads, heaps of cardboard buildings and walkways, counters and templates, dice, 8 page easy-stant booklet. \$60.00

THE REDEEMER Warhammer Monthly's 18, 20, 22. The Redeemer comic strip fills all three of these Warhammer Monthlies, and is about Klovis of the noble House of Cawdor, and of his great work ridding Necromunds of deviation, filth and abomination.

Battles in the Underhive 96 page full color book which is a compilation of some of the most sought-after Necromunda articles from the pages of White Dwarf magazine and the Citadel Journal. Also has new event cards and nules for them; how to play the Adeptus Arbites: a new scenario; fighting in low-light conditions; creating a scenario based around a single mutant monstrosity.

Kal Jerice A graphic novel (ie, comic strips) of the suave Necromundan bourly hunters Kal Jerice, Here are all of Kal's adventures including the epic search for a hoard of lost archaectech, the Motherholm.

\$32.00

#### **NECROMUNDA MINIATURES**

NECROMU	NDA BOXED SETS - note special prices	
CIT0044		\$22.00
CIT999644		\$20.00
CIT0054	RATSKIN RENEGADES (8)	\$22.00
CIT978458		\$16.00
CIT978410	GOLIATHS (6 plastic figures with separate arms)	\$16.00

#### Silent Death

IRO Silent Death: The Next Millennium Deluxe Edition. A stunning new boxed set packed with plastic miniatures, missiles, and all manners of goodies. Silent Death the Next Generation is an exciting, quickplaying and easy-to-learn game of star fighter combat set against the backdrop of a disintergrating high-tech empire in the far future. This boxed set includes 168page Deluxe Rulebook, 32 page starcarfd display book, 16 page introductory scenario book, 48 plastic ships (4 each of 12 designs), nine dice, dozens of numbered plastic missles, torpedocs and asteroids, and two 24" x 36" hex maps. This revised and updated set includes all the rules from the original edition and its supplements, allowing for a wide diversity of weapon types, crew quality, and tactical situations. Exciting brand new features include ship building rules that allow you to design ships from scratch, tournament rules, & 24 updated ship designs.

Solono Renegades: The Espan Rebellion A supplement chronicling the Espan Civil War from the first days after its failed coup to the climatic battle high above the Espan capital of Esperanza.

Silenth Death Forces: Universal Night Watch Through sharing resources, technologies, and intelligence, the Twelve created a brotherhood for the defense of Mankind. The Universal Night Watch was founded protect against the Night Brood, horrors from beyond Terran space. New weapons, technology, 12 recanios.

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Silent Death Houstile Takeover Pedro Martinez tried for Espan from the stifling yoke of Kashmere, resulting in war. Has 4 new fighter wings, four new space fightes, 12 new scenarios.

Silent Death Houses: Sigurd Archdiocese The faithful of the Church of Odin believe that only they can stand against the Brood and their evil encroachment on human space.

Silent Death Kulles of Warfare Scheduling tournaments, running revil encro

### **Space Rangers**

ICE SPACE RANGERS
This is not a game, but a boxed set with 50 finely detailed exaggerated scale
25mm Space Marines, which were released by Grenadier UK a couple of
years ago, but now brought out again by ICE. These figures make perfect
Chaos Space Marines, or even alternate-armor normal Space Marines. There
are ten squad leaders, 40 troopers, and there is one sprue with 3 super heavy
weapons for each squad of firet. Figures stand 31mm tall and all have jump
packs and Citadel style slotta bases.

VOY STAR BLAZERS

Tactical space combat rules based on the classic animated science fiction series staring Space Battleship Yamato. The rules include many simple cuts this pounters, but a fine range of starship miniatures are available below. Now you can refight the Gamilton and White Comet Wars of 2199-2201 AD. Send for the Yamato with its massive Wave Motion Gun and try to crush the evil Gamilton ships and eventually their empire, before the White Comet Empire decides to destroy Earth. The game rules are simple enough to allow battles between fleets, and there are ship record sheets for all ship types at the back of the rules.

EDF Technical Manual 206 page sourcebook, being a data book that brings together the ships and weapons of all three space powers, EDF, Gamilton Empire and White Comet Empire. 490 illustrations, fleet organization, command structure, mission profiles for ships, etc. \$48.00

Star Blazers Miniatures

## 62 - Miniatures: Starsiege Rebellion - Warhammer 40,000

VOY1001	EDFS Space Battleship Yamato (1)	\$16.00
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	EDFS Standard Battleship (1)	
	EDFS Battlecruiser (1)	
	GAM Tri-Deck Carrier (1)	
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VOY2005	GAM Destroyer (6)	\$8.00
	GAM Smite Ship (2)	
	COM Magna Flame Ship Medaruus (1)	
VOY3002	COM Battleship (1)	\$16.00
VOY3003	COM Twin Deck Carrier (1)	\$16.00
	COM Destroyer (3)	

### Starsiege Rebellion

AoG Starsiege Rebellion

Based on the hit computer game. The year is 2829. The colonies are in rebellion. To quell this rebellion, the Emperor is forced to strip Earth of her defenses and send them to the colonies. Prometheus, humanities age old enemy, sees this as his opportunity to make the final strike against the humans. As the Terran Defense Force battles the rebels on Mars and the other colonies, Prometheus sends his Cybrid forces to Earth in an attempt to exterminate the human race. The game features fast, single die roll combat resolution, variable combat loads, 29 vehicles from three different factions, experienced troops have a distinct advantage, heaps of historical background. With 96 page color rules, 18 metal miniatures of 6 types, being 10 heres and 8 tanks. 4 flocked hills, 29 vehicle data cards, sheet of die-cut counters, data sheets and charts.

Special - \$50.00

#### Starsiege Rebellion Miniatures

AOGSS201 AOGSS203 AOGSS204 AOGSS219	Imperial Obsidian Tank (2). Imperial Talon Herc (2 mecha) Imperial Minotaur Herc (2 mecha) Imperial Basilisk Herc (1 huge mecha)	\$10.00
AOGSS210 AOGSS212 AOGSS220	Cybrid Seeker Herc (2) Cybrid Shepherd Herc (1) Cybrid Vindicator Tank (2)	\$10.00

### **Star Trek Miniatures**

LAS25600 Federation Away Team, including Worf (7).....

### Trinity: BattleGround

WHT TRINITY: BATTLEGROUND

A new boxed miniatures wargame from White Wolf, based on the Trinity RPG. It covers the war between the Aberrants and the psions of the Seventh Legion on the deep-space colony of Khantze Lu Ge – the war to save humanity has begun! Fire rains down from the heavens as 22nd Century ships filled with Legionaries drop to the surface of Khantze Le Ge. These troopers have come to make a last-ditch stand on the outer frontiers of colonised space. Aberrants, hideously deformed super-humans from Earth's past, have begun to enslave the planet's population, but now the Seventh Legion has come to save them. With 20 superbly detailed exaggenated 25mm resin miniatures, 2 foam hills, heaps of light-card buildings, felt dice bag with dice, measuring sitcks, tons of counters, pads of character sheets, cards with game info, introductory and full scale rules, etc. special price – Price was \$130.00

#### VOR: The Maelstrom

FASA VOR: THE MAELSTROM

The Maelstrom is an unimaginable force that pulls entire worlds – including the near future Earth, into a warped dimension, where it slowly consumes them. The Neo-Soviet and Union power-blocks find themselves suddenly not only at war with each other, but suddenly beset by fierce and bizzare alien races which have also been sucked into the Maelstrom. This is a fast-paced new miniatures' game by FASA, with flexible game mechanics that allow both skirmish games and large-scale battles. You can use any miniatures with VOR. Includes profiles for the nine most important races. Has basic amy lists. This starter box introduces players to the deadly setting and has everything needed to play. Also plastic templates, etc. 16 30mm scale miniatures are included: a 7cm tall Growler Bull. 3 Growler Homed Ones (4cm tall by 5.5cm wide), 3 Growler Pups, 9 Union Soldiers. Also 5 resin walls, each 17cm x 8.5cm.

For a short time only, we offer the complete game of VOR: The Maelstrom for \$100.00, plus 7 bilsters of VOR miniatures, for free! Only while stocks last. That's around \$200 value.

Growler Force Book The awesome growlers, hulking beasts of pure aggression, creatures feared for their superior physical prowess and unequaled ability to survive in theMaelstrom, Details ther life cycle, culture, breeds, colonies, homeworld, force list, new abilities. \$27.00 Union Force Book The Union is the Earth's high-tech military force. Has race specific campaign rules, new equipment, characters, etc. Also has a North American Battle Terrain Table, orbital strikes, etc. \$27.00 Neo-Soviet empire, with background on their military and questionable arsenal. Has new units, mutants, and Ursa heavy assault suits. \$27.00

#### **VOR Miniatures**

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FAS40207	Union Infantry with PitbullRifle (2)	\$10.00
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FAS40302	Zykhee Warrior Close Combat 2	
FAS40303	Zykhee Warrior Close Combat 3	
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FAS40305	Zykhee Warrrior Ranged 2	
FAS40306	Zykhee Warrrior Ranged 3	
FAS40401	Neo-Soviet Rad Troopers w/rifle (2)	
FAS40402	Neo-Soviet Rad Troopers w/SMG (2)	
FAS40403	Neo-Soviet Officer	
FAS40404	Neo-Soviet Cyclops 1	
FAS40405	Neo-Soviet Cyclops 2	
FAS40406	Neo-Soviet Cyclops 3	

### Warhammer 40,000

GAM WARHAMMER 40,000 3rd Edition

The all new, completely revised 3rd Edition Warhammer 40,000 is out now!

The easiest way to explain the revisions, is that Warhammer 40,000 is no longer a skirmish (squad) level game, with 2,000 point Space Marine armies having only around 20 figures and a couple of vehicles. The new rules play a lot quicker and smoother, allowing much bigger armies. This is done by streamlining the game system in many ways: movement rates have been generalised; overwatch has been scrapped; each race instead has its own unique wargear list instead of cards; powerful characters are toned down considerably; your psyker can perform one psychic power in your turn if he can roll under his leadership (so psykers don it dominate the game anymore either – about timely vehicles are easier to destroy; points costs should be about half what they were before; army lists are completely different now. Other rules have also been streamlined, such as shooting, taking wounds, penetrating armor, saving throws, hand-to-hand combat, and units breaking. There are modifiers to break tests such as –4 if outumbered 4 to 1. Units break a lot faster than before. And no more sustained fire dice, heavy exapons may fire from 1 to 3 times, depending on the weapon. The game comes with a 288 page rulebook, which includes army lists for Space Marines, Dank Eldar, Tyranid Hive Fleets, Eldar Craftworlds, Chaos Space Marines, Imperial Guard, Orks, Sisters of Battle, and Heroes of the Imperium. These army lists are complete, but don't have any special characters. Over the next couple of years, Games Workshop will re-release up to 32 Codex Army Lists books, which will include the special characters. The game includes a new plastic landspeeder, 10 space marines with separate arms, weapons, heads: 20 Dark Eldar tryth with separate arms,

weapons, heads; 2 buildings, several palm trees, thick transparent plastic weapon templates, 288 page pilesbook.
\$119.95
Warhammer 40,000 3rd Ed Unlimited Edition Rulebook: The Rulebook out of the boxed set, with a softcover.
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### **Paint & Accessories** DICE

KOP Mini Pearlised Dice Set (7) Very cute mini pearlised dice, about half the size of our normal dice. Each Tube contains D4, D6, D8, D10, D12, D20 and D00s. The colors are Charcoal, Emerald, Grey, Navy, Purple or Red. \$6.95

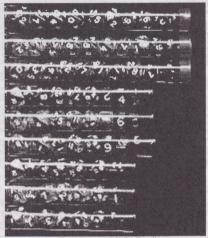
KOP Mini Pearlised Dice Set (9) As above, but with 3 x D6. Colors are Charcoal, Emerald, Grey, Navy, Purple or Red. \$8.95

KOP Mini Pearlised D10 Dice Set (10) As above, but with 10 x D10 Colors are Charcoal, Emerald, Grey, Navy, Pumle or Red. \$9.95

KOP Mini Gem Dice Set (7) Very cute mini gem dice, about half the size of our normal dice. Each Tube contains D4, D6, D8, D10, D12, D20 and D00s. The colors are Clear, Green, Red, Smoke and Purple. \$5.95

KOP Mini Gem Dice Set (9) As above, but with 3 x D6. Colors are Clear, Green, Red. Smoke and Pumle. \$6.95

KOP Mini Gem D10 Dice Set (10) As above, but with 10 x D10. Colors are Clear, Green, Red. Smoke and Pumle. \$7.95



The various types of Mini Gem dice

\* 14mm D6 Dice Available in two colors, Black or Red with spots. Have rounded edges.

\* Poly Dice Plain, one color opaque dice: D4, D6, D8, D10, D12 & D20 sided configurations - in several colors. (black, red, blue, yellow, green, orange). You may state a preference, but we will supply at random if color not available.

\* Germ Dice Transparent, one color dice: D4, D6, D8, D10, D12, D20 - in several colors. You may state a preference, but we will supply at random if color not available.

\* Sparkle Dice Clear gern dice with some coloured sprinkles inside. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available.

\* Pearl Dice Opaque dice with a marbelized finish. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available.

Star Dice 25mm 6 sided Big 25mm 6 sided dice with stars instead of dots or numbers. Colors are red, black, and white dice.

3.3.03 Sided Opaque Dice 30 sided opaque dice, in assorted colors.

3.00 Sided Opaque Dice 30 sided opaque dice, in assorted colors.

5.00 Sided Dice The perfect percentile dice, this dice has 100 faces - though you'll have to wait half an hour for it to stop rolling.

5.13.00 Sided Dice 6 sided dice with a diagon instead of a 1''.

5.2.00 Skunk 6 Sided Dice 6 sided dice with a loveable skunk.

5.2.00 Skunk 6 Sided Dice 6 sided dice with a loveable skunk.

5.2.00 Sylvany 10 Sided Dice 6 sided dice with a unicom instead of a 1''.

5.2.00 Opaque Round Dice 6 Sided What? How can you have a round dice? Welt, each dice is perfectly round, and has spots from 1 to 6. And inside the dice is reall metal ball that falls into slots beneath the numbers. So although the dice rolls for a white, it always comes up with one number. Cute In several colors.

5.2.75 Neon Round Dice 6 Sided Another round dice the same as above, except whis one also glows in the dark.

5.2.15 Sided Another round dice the same as above, except whis one also glows in the dark.

5.2.15 Sided Another same show, except whis one also glows in the dark.

5.2.15 Side ach

this one also glows in the dark.

Middle Earth Burning Eye Dice Red or Smoke.

Precision Tournament Dice I don't know about you, but the dice I use in my games of DBM, especially during DBM tournaments, of which I play in around four a year, drive me absolutely batty. So here we offer Precision Backgammon Dice, which are "perfectly balanced" dice that require an extensive and expensive process to make. The result is dice that will give consistantly balanced results.

\$10.00 per dice (1)



Precision Dice – actual size

Elemental Dice These are stunning speckled dice that represent each of the four clements. The four types are Air Elementals, Sea Elementals, Fire Elementals, Earls et contains 7 dice, a D4, D6, D8, D10, D12, D20 and DTens 10s (10 sides showing 10, 20, 30 etc.)

Speckled Dice These are sturning speckled dice like the Elemental Dice. The colors are: Cobalt, Volcanic, Barnacuka, Humicane, Ninja, Loot, Getaway, Explosion, Terra, Uranus, Mercary, Phuto, Mars, Vernus, Stars, Aurora, Biopsy, Greys, Majestic 12, Primula, Lathyrus, Vernica, Trifolium, Adonis, Lous, Golden Jungle, Golden Earth, Stealth,

Golden Water, Golden Cobalt, Recon, Urban, Section 8, Golden Fire, Napalm, Golden Strawberry, Arctic. All with 7 dice: D4. D6. D8. D10. D12. D20. DTens10s. \$12.00 each

#### Dice Bags

Small Felt Pouch Colors are Dark Blue, Orange, Tan, Cranberry. If we don't have the color you specify, another will be supplied at random. \$3.00 Large Felt Pouch Colors are White, Green, Lt Blue, Lt Tan. If we don't have the color you specify, another will be supplied at random. \$5.95

### **Wargames Accessories**

ARM Hex Pad
Pad of 50 pages, each with half inch hexes on one side & quater inch hexes on the other.
\$3.00

### Miniatures Accessories

FJS31-560 Sawframe with Fine Blade
A top quality sawframe withat fine blade, perfect for making fine cuts on metal or plastic miniatures. Srwframe is 130 x 80mm in size. \$22.50 Blades \$5.00 per pack

ARM17018BL Grip Art Knife with Black Handle
A heavy duty modelling knife with a long black rubbery handle to aid your grip.
This is top quality.
\$5.95

NFD254 MagEyes Hands Free Magnifier
A hands-free magnifier that 'clicks' onto your forehead. Comes with two different lenses, x 1.6 and x 2.0. \$55.00

WEL Magtags - Adhesive Magnets (100 x 4cm x 2cm)

Having rouble trying to carry your miniatures around without them bouncing around? Well, here's the best answer possible. Each sheet of MagTags has 10 sticky, flat magnets, which you can peel off and stick underneath your miniatures, whether an element of figures used in DMB and the like, or a single fantasy or sci-lif figure. If the 4cm x 2cm size is not what you need, it cuts easily with a Stanley knife or even a razor blade. Then buy yourself a metal tool box and just place the figures mounted on MagTags in the box, and they stick! (Noke, large, heavy figures like metal mechs or monsters which have a small base diameter would not suit this method.) A figure like a Citadel mounted figure may require one and a half magnets.

\$8.00

JED Thick Figure-Basing Cardboard We have perfect cardboard for basing your figures on, especially for DBM and non-Citadel figures that do not come with a base. The cardboard is 2mm thick, with a textured black surface on one side, which is perfect if you need to put some form of modelling clay down before you sick on the figures. The cardboard is two feet wide and almost two feet long. (Actually, the cardboard is old Russian Campaign maphwards!)

\$3.50

### MILLIPUT

We now have a new source of Milliput - which means that each stick is fresh and soft. Milliput is a versatile putty which adheres to and will seal or bond metals, wood, plastic, glass, brick or cement; it can be sculpted and when it goes rock hard in two to three hours, it can be turned, sawn, drilled, tapped, filed, sandpapered, or painted; it can be used for mould making and can be cast.

### FIGURE CASES

CP1003 Platoon Figure Storage Box (45 compartments) \$59,95 Excellent plastic tool box with three layers of foam inserts, each layer having 15 compartments, each 55mm x 40mm, and 25mm deep. Perfect for Space Marines etc. One layer can be turned upside down to make double depth compartments, ie, 50mm deep.

CP1001 Barracks Figure Storage Box (140 compartments) \$119.95 Very big and sturdy plastic tool box with five layers of foam inserts, each layer having 28 compartments, each 50mm x 37mm, and 25mm deep. Perfect for Space Marines etc. One layer can be turned upside down to make double depth compartments, ie, 50mm deep.

CHX2850 80 Compartments (1 Pre-Cut foam insert)	\$54.95
Various compartment sizes, for large figures. CHX2851 56 Compartments (1 Pre-Cut foam insert)	\$54.95
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Has 3 layers of thick red foam, each with 36 5cm x 2.5cm compar	unients.

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	Sharp, powerful clippers, perfect for white metal figs.
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CIT47306 CIT47307	DARK FLESH 5.11  LEPROUS BROWN 5.15  DWARF FLESH 5.15  BRONZED FLESH 5.31  BRONZED FLESH 5.31  BRONZED FLESH 5.31  STATE 5.31
CIT47308	LEPROUS BROWN \$3.15
CIT47309	DWARF FLESH \$3.15
CIT47310	BRONZED FLESH \$3.15
CIT47311	FI F FI FSH \$3.15
CIT47312	PALLID FLESH \$3.15
CIT47313	NATISEATING BLUE \$3.15
CIT47314	IMPEDIAL DUDDI E \$3.15
CIT47315	LICHE PURPLE \$3.15
CIT47316	WARLOCK PURPLE \$3.15
CIT47317	TENTACI E DINIV \$3.15
	MIDNICUT DI LIE
CIT47318 CIT47319	ELF FLESH \$3.15 PALLID FLESH \$3.15 NAUSEATING BLUE \$3.15 IMPERIAL PURPLE \$3.15 LICHE PURPLE \$3.15 LICHE PURPLE \$3.15 TENTACLE PINK \$3.15 TENTACLE PINK \$3.15 STORM BLUE \$3.15 STORM BLUE \$3.15 STORM BLUE \$3.15 ULTRAMARINES BLUE \$3.15
CIT 17320	DECAL DITIE \$3.15
CIT47320	THE TRANSPORT OF THE \$3.15
CIT47321	ENCHANTED DI LIE \$3.14
CIT47322 CIT47323	LICUTAINIC DI LIE
C114/323	LIGHT NING BLUE
CIT47324	ICE BLUE \$3.15
CIT47325	HAWK TURQUOISE
CIT47326	DARK ANGELS GREEN
CIT47327	SNOT GREEN
CIT47328	CALL
CIT47329	BILLIOUS GREEN
CIT47330	GOBLIN GREEN
CIT47331	ROTTING FLESH
CIT47332	CAMO GREEN
CIT47333	SCALY GREEN
CIT47334	JADE GREEN
CIT47335	VILE GREEN
CIT47336	SHADOW GREY
CIT47337	SPACE WOLVES GREY
CIT47338	GHOSTLY GREY
CIT47339	CHAOS BLACK
CIT47340	CODEX GREY
CIT47341	FORTRESS GREY\$3.1
CIT47342	SKULL WHITE
CIT47366	SMELLY PRIMER\$3.15
METALLICS	
CIT47343	MITHRIL SILVER \$4.50
CIT47344	MITHRIL SIL VER  CHAINMAIL  SOLITOUN METAL  TIN BITZ  BEATEN COPPER  DWARF BRONZE  34.5  45.5  46.5  4
CIT47345	BOLTGUN METAL \$4.50
CIT47346	TIN BITZ \$4.50
CIT47347	BEATEN COPPER\$4.50
CIT47348	DWARF BRONZE \$4.50
CIT47349	
CIT47350	BURNISHED GOLD\$4.50
CIT47351	BURNISHED GOLD \$4.50 SHINING GOLD \$4.50
WASHES AN	D GLAZES
CIT47352	RED INK \$3.1
CIT47353	MAGENTA INK\$3.1
CIT47354	GLAZES
CIT47355	YELLOW INK \$3.1
CIT47356	BROWN INK \$3.1
CIT47357	CHESTNUT INK \$3.1
CIT47358	PURPLE INK \$3.1
CIT47359	BLUE INK \$3.1
CIT47360	SKY BLUE INK \$3.1
CIT47361	GREEN INK \$3.1
CIT47362	DARK GREEN INK \$3.1
CIT47363	BLACK INK \$3.1
CIT47364	FLESH WASH \$3.1
CIT47365	YELLOW INK. 33.1 BROWN INK. 33.1 CHESTNUT INK. 33.1 PURPLE INK. 33.1 BLUE INK. 33.1 SKY BLUE INK. 33.1 BLUE INK. 33.1 BLUE INK. 33.1 BLUE INK. 33.1 CREEN INK. 33.1 DARK GREEN INK. 33.1 LACK INK. 33.1 FLESH WASH. 33.1 VARNISH. 33.1
C1147303	TIMITED

CITADEI D	AINT BRUSHES	
CITO2000 EI	AINT BRUSHES NE DETAIL BRUSH MALL DRYBRUSH ANDARD BRUSH ETAIL BRUSH RGE DRYBRUSH	\$6.75
CIT0308000 FI	ME DETAIL DRUGH	\$7.50
C1183881 SN	MALL DRIBRUSH	£5 05
CI183882 S1	ANDARD BRUSH	67.00
CIT838813 DI	TAIL BRUSH	67.50
CIT83885 LA	ARGE DRYBRUSH	SE 05
CIT83886 BA	ASECOAT BRUSH AINT BRUSH SET	33.93
	AINT BRUSH SET	
CIT83888 LA	ARGE BRUSH	\$7.50
CITADEL S	PRAY PAINTS	
CIT964277	BLOOD ANGELS RED SPRAY PAINT	\$11.50
CIT964260	ULTRAMARINE BLUE SPRAY	\$11.50
CIT964291	SPACE WOLVES GREY SPRAY PAINT	\$11.50
CIT964284	SHADOW GREY SPRAY PAINT	\$11.50
CIT964307	CAMO GREEN SPRAY PAINT	\$11.50
CIT0093	CI EAD VADNISH SPRAV	\$15.50
CIT967544	DARK ANGEL GREEN SPRAY	\$12.00
CIT967551	DI EACUED BONE CDD AV	\$12.00
CIT972326	CHACC BLACK CDD AV	\$15.00
	CHAUS BLACK SPRA1	\$15.00
CIT972333	SKULL WHITE SPRAT	£11 50
CIT978359	BESTIAL BROWN PRIMER	C11 50
CIT978366	BLOOD ANGELS RED SPRAY PAINT ULTRAMARINE BLUE SPRAY SPACE WOLVES GREY SPRAY PAINT SHADOW GREY SPRAY PAINT CAMO GREEN SPRAY PAINT CLEAR VARNISH SPRAY DARK ANGEL GREEN SPRAY DARK ANGEL GREEN SPRAY BLEACHED BOME SPRAY CHAOS BLACK SPRAY SKULL WHITE SPRAY BESTIAL BROWN PRIMER BUBONIC BROWN PRIMER GOBLIN GREEN PRIMER GOBLIN GREEN PRIMER BOLTGUN METAL PRIMER	\$10.05
CIT985791	GOBLIN GREEN PRIMER	
CIT985807	BOLTGUN METAL PRIMER	\$10.95

Note: Spray cans cannot be sent to you via the mail, nor via Ansett. They can only be sent via door-to-door courier, so if you want to order any cans of spray paint, you must give us a daytime address that our courier company can deliver to.

## Ral Partha

#### ACCESSORIES DAI 77726 SPRAY CLEAR MATTE SEALER

00 02

RAL77729 RAL77753 RAL77754	SPONGE APPLICATOR BRUSHES DRACONIS COMBINE COLORS (6)	\$2,50 \$20,00 \$20,00
	INDIVIDUAL POTS 25ml	
RAL77701	GOLD METALLIC	\$3.15 \$3.15
RAL77702	SILVER METALLIC	
RAL77703 RAL77704	BRONZE METALLIC	
KUTILLIA	31 LLL	40.10

RAL77708 BLACK	\$3.15 \$3.15
	\$3.15
RAL77710 FOREST GREEN	
RAL77711 DUN	33.13
RAL77710 FOREST GREEN. RAL77711 DUN. RAL77712 LEATHER	\$3.15
RAL77713 RED BROWN	\$3.15
RAL77714 DARK BROWN	\$3.15
	\$3.15
RAL77715 IVORY	\$3.15
RAL77717 ORANGE	\$3.15
	40
RAL77718 RED	\$3.15
RAL77719 SKY BLUE	
RAL77720 TRUE BLUE	\$3.15
RAL77721 DARK BLUE	\$3.15
RAL77722 COPPER METALLIC	\$3.15
RAL77723 PURPLE	\$3.13
RAL77501 PLATINUM	42.14
RAL77502 AGED METAL	
RAL77503 COLD WHITE	\$3.15
RAL77504 BONE WHITE	\$3.15
RAL77505 WILL-O-WISP	\$3.15
DAI 77506 CHAIE	\$3.15
RAL77507 MIDNIGHT BLACK	\$3.15
RAL 77508 FUR BROWN	\$3.15

RAL77510	TAUREN BROWN	\$3.15
RAL.77511	TAN SKIN	\$3.15
RAL77512	TAN SKINNOBLE FLESH	\$3.15
RAL77513	BURGUNDY	\$3.15
RAL77514	DRAGON RED.	\$3.15
RAL77515	DEMONS BLOOD	\$3.15
RAL77516	ROBE RED.	\$3.15
RAL77517	TONGUE PURPLE	\$3.15
RAL77518	NIGHTMARE	\$3.15
RAL77519	MYSTICAL BLUE	\$3.15
RAL77520	DRAGON BLUE	\$3.15
RAL77521	WOOD ELF GREEN	\$3.15
RAL77522	HUNTER GREEN	\$3.15
RAL77523	MOSS GREEN	\$3.15
RAI 77524	LANTERN LIGHT	\$3.15

#### The All New Ral Partha Paint Range

RAL77801	MEDIUM GREYDARK GREY	\$3.15
RAL77802	DARK GREY	\$3.15
RAL77803		
RAL77804	OLIVE	\$3.15
RAL77805	TAN	\$3.15
RAL77806	CALICASIAN SKIN TONE	\$3.15
RAL77807	SUNTAN SKIN TONE	\$3.15
RAL77808	AMERICAN INDIAN SKIN TONE	\$3.15
RAL77809	ASIAN SKIN TONE	\$3.15
RAL77810	EAST INDIAN SKIN TONE	\$3.15
RAL.77811	AFRICAN SKIN TONE	\$3.15
RAL77812	DINKEI BROWN	\$3.15
RAL77813	PINK	\$3.15
RAL77814	BI COD PED	\$3.15
RAL77815	VIOLET	\$3.15
RAL77816	PLUM	\$3.15
RAL77817	LIGHT BLUE	\$3.15
RAL77818	FLOURESCENT BLUE	. \$5.00
RAL77819	FLOURESCENT GREEN	. \$5.00
RAL77820	FLOURESCENT YELLOW	. \$5.00
RAL77821	FLOURESCENT RED.	.\$5.00
RAL77822	FLOURESCENT MAGENTA	. \$5.00
RAL77823	CLEAR BRUSH ON SEALER	\$3.13
RAL77824	BLACK BRUSH ON PRIMER	\$3.15

### **Geo-Hex Paint**

Geo-Hex Howard Hues Premium Acrylic Paints
Thick, water reducible acrylic paints in an outstanding range of colors, in
short, wide jars that resist spilling.

GEOHHUES4141 Geo-Hex Green (same color as their scenery) 4 oz. \$10.00 GEOHHUES4142 Geo-Hex Desert (same color as their scenery) 4 oz \$10.00

Fauine Hues (in	e, Horse Colors)	
GEOHHIJES20	Equine Chestnut I oz	\$3.50
	Equine Bay 1 oz	\$3.50
GEOHHUES36	Equine Brown 1 oz	\$3.50
	Equine Roan I oz.	\$3.50
	Equine White I oz	\$3.50
	Equine Black I oz	\$3.50
	Equine Grey I oz	\$3.50
		\$3.50
GEOHHUES/3	Equine Dun 1 oz	

### **Paint Brushes**

We've managed to pick up a great range of cheap, beautiful paint brushes, by Francheville. There are two types, pure sable, and the others are high quality white taklon that wash and keep very well. All brushes are a dream to use. I thoroughly recommend getting one of each size, as this will ensure you have a brush for every model job required.

#### **Taklon Paint Brushes**

FRA200/10/0	SIZE 10/0 TAKLON PAINT BRUSH	\$2.70
FRA200/5/0	SIZE 5/0 TAKLON PAINT BRUSH	\$2.70
FRA200/3/0	SIZE 3/0 TAKLON PAINT BRUSH	\$2,70
FRA200/2/0	SIZE 2/0 TAKLON PAINT BRUSH	\$2.80
FRA200/0	SIZE 0 TAKLON PAINT BRUSH	\$2.85
FRA200/001	SIZE I TAKLON PAINT BRUSH	\$2.95
FRA200/002	SIZE 2 TAKLON PAINT BRUSH	\$3,15
FRA200/003	SIZE 3 TAKLON PAINT BRUSH	\$3.45
FRA200/004	SIZE 4 TAKLON PAINT BRUSH	\$3.75
FRA200/005	SIZE 5 TAKLON PAINT BRUSH	\$3.90
FRA200/006	SIZE 6 TAKLON PAINT BRUSH	\$4.50
FRA200/008	SIZE 8 TAKLON PAINT BRUSH	\$5.70
FRA200/010	SIZE 10 TAKLON PAINT BRUSH	\$7.00
FRA200/012	SIZE 12 TAKLON PAINT BRUSH	\$8.50

#### Sable Paint Brushes

FRA424/20/0	SIZE 20/0 SABLE BRUSH	\$3.35
FRA424/10/0	SIZE 10/0 SABLE PAINT BRUSH	\$3.50
FRA424/3/0	SIZE 3/0 SABLE PAINT BRUSH	\$3.50
FRA424/2/0	SIZE 2/0 SABLE PAINT BRUSH	\$3.60
FRA424/0	SIZE 0 SABLE PAINT BRUSH	\$3.75
FRA424/001	SIZE I SABLE PAINT BRUSH	\$4.00
FRA424/002	SIZE 2 SABLE PAINT BRUSH	\$4.50
FRA424/003	SIZE 3 SABLE PAINT BRUSH	\$5.50
FRA424/004	SIZE 4 SABLE PAINT BRUSH	\$7.95
FRA424/005	SIZE 5 SABLE PAINT BRUSH	\$9.00
FRA424/006	SIZE 6 SABLE PAINT BRUSH	\$11.50
FRA424/007	SIZE 7 SABLE PAINT BRUSH	\$17.95
FRA424/008	SIZE 8 SABLE PAINT BRUSH	\$23.95

### **Black Wash**

One of my secrets to a great paint job. I use Ral Partha acrylic paints to give a basic paint job to all of my 15mm ancient, medieval and even 25mm Warhammer 40,000 figures - without using any shading. Leave the figures at least 6 hours to dry. Then I mix about 1 part Revell Matt Black Enamel to about 20 to 25 parts Revell Matt Varnish Enamel, and then paint the figures thickly with this black wash. The black washes into all the creases and lines to give a beautiful job that looks like I've spent hours painting the figures. For 15mm figures, this black wash completes them. For Warhammer 40,000 figures I then highlight all raised surfaces with lighter colors than I used with the basic paint job.

REVELL2 MATT VARNISH ENAMEL 14ml REVELL8 MATT BLACK ENAMEL 14ml

#### Glues

CIT006014	PVA Glue	\$6.00
	Citadel Super Glue 5 gram	\$9.50
FLASH	Cyanoacrylate Medium Grade Super Glue 14 gram	\$7.00
FLASH	Cyanoacrylate Medium Grade Super Glue 29 gram	\$9.50
OGB62	Ouick Grab (0.62 Fl Oz) 18ml	\$7.00
OGB15	Quick Grab (1.5 Fl Oz) 44ml	\$14.00
OGB28	Ouick Grab (2.8 Fl Oz) 82ml	\$26.00

Elease note: Games Workshop, Citadel, Armagoddon, Blood Bowl, Chivairy, Dark Angels, Deathwang, Eldar, Eldar Antack, Eavy Medal, Eldar, Epic, Genestealer, Slottabase, Space Fleet, Space Marine, Tyranid, Slottabase, Talieman, Warhammer, White Dourd are all registered trademarks of Games Workshop, Lid.

Workshop, Lid.

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